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PSM

100% independent PlayStation Magazine

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Do the hero thing.

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Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie–with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!

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Someone please get the guys who make

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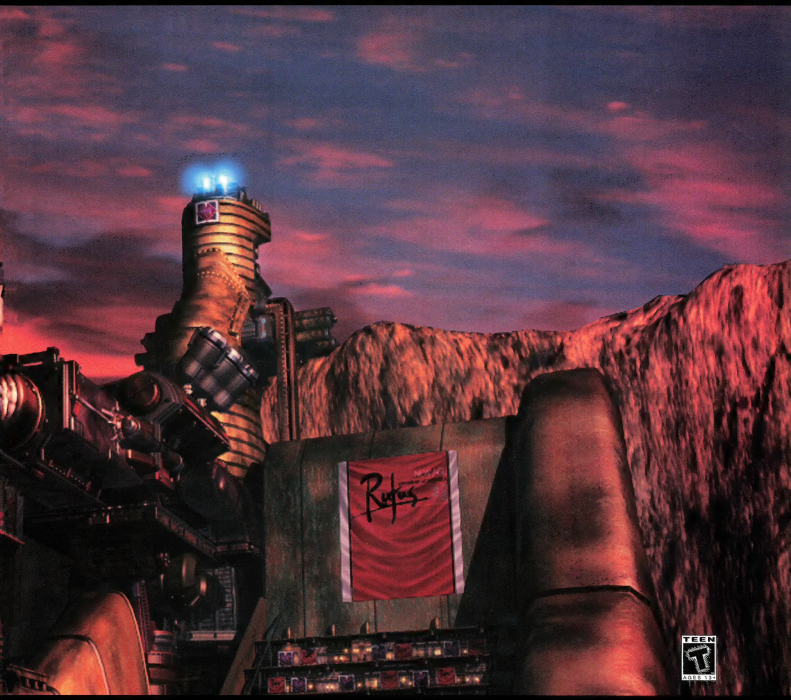
Possibly the greatest game ever made is available only on PlayStation.™

cartridge games a cigarette and a blindfold.



Good thing. If it were available on cartridge, it'd retail for around $1,200.

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PlayStation™

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Where are the original games? RIGHT HERE ON PLAYSTATION!

START

You may not realize it, but this is a very special month for all PlayStation fans. Why? Because *Parappa The Rapper* is finally out in the U.S.! Now, I know by now you've heard over and over about how much we love this game here at PSM, and maybe you've already decided that you just aren't interested. However, you're missing the real point. What's got us so excited is that a big company like Sony would even take a chance on a game like this in the first place!

▲ Mark my words—PJ Berri will be the next videogame cult hero.

Gamers complain that there aren't enough new varieties of games, that developers keep churning out the same old rehashed stuff. But stop and take a look around—PlayStation is quickly becoming the place for daring developers to try out new ideas. Take, for example, games like *Carnage Heart, Aquanaut's Holiday,* and Tecmo's upcoming *Monster Rancher,* which lets you use your own music CDs to generate the creatures. And in Japan, even more new types of games are on the way, such as *Baby Universe,* a kind of "music kaleidoscope" generator. Also, several new "life-simulation" games have sprung up as a result of the Tamagotchi craze. Just think—we didn't have any of these types of games before PlayStation.

What all this means is that in the years ahead, gaming will thrive, because Sony is interested in exploring new ideas and expanding the videogame realm to new places. As a videogamer for life, I couldn't be happier that I have these new experiences to look forward to. And as a PlayStation fan, I couldn't be more proud that Sony will be the company making it happen.

► Chris Slate, Editor

"PlayStation is quickly becoming the place for daring developers to try out new ideas."

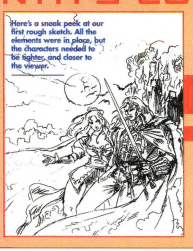
▶ Chop-Chop just chillin' at his dojo. Only Sony would take a chance on a game as new and outrageous as this.

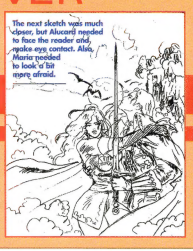
▲ Parappa's cast of zany characters really gives the game a lot of personality. Chop-Chop Master Onion is our favorite.

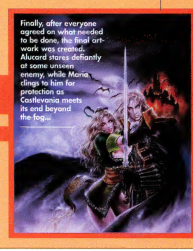
THIS MONTH'S COVER

Every issue, we match the best games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork, to present our magazine at the highest possible level.

This month we looked as far as Barcelona, Spain to find fantasy/sci-fi painter Luis Royo, who's dark fantasy style perfectly suits the world of *Castlevania.* You may recognize his work from *Heavy Metal* magazine, or many other fantasy books. If you'd like to see more of his work, you can find his art collections and trading card series at book stores and comic shops everywhere.


Here's a sneak peek at our first rough sketch. All the elements were in place, but the characters needed to be tighter, and closer to the viewer.


The next sketch was much closer, but Alucard needed to face the reader and, gasp, make eye contact. Alas, Maria needed to look a bit more afraid.


Finally, after everyone agreed on what needed to be done, the final artwork was created. Alucard stares defiantly at some unseen enemy, while Maria clings to him for protection as Castlevania meets its end beyond the fog...

PSM
100% Independent PlayStation Magazine
OCTOBER 1997 VOL 1 ISSUE 2

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THE PSM TEAM:

CHRIS SLATE
Editor-In-Chief
Type of Gamer: All Around
Current Faves: *Parappa the Rapper, Castlevania, Street Fighter EX Plus*
Hobbies: Comics, Basketball, Movies
Most Wanted Game: *Metal Gear Solid*

If I could be any game character, I'd be...
Cloud Strife from *Final Fantasy VII*. He's got it all goin' on—the crazy hair, the giant sword, the cool spells... He's the RPG Mac-Daddy. Plus he's also got Aris on one arm and Tifa on the other. Who can beat that?

STEPHEN FROST
Reviews/Previews Editor
Type of Gamer: Fighting, RPG, Racing
Current Faves: *Street Fighter EX Plus, Final Fantasy VII, Super Street Fighter Collection*
Hobbies: Anime, Movies, Comics
Most Wanted Game: *SF Vs. X-Men*

If I could be any game character, I'd be...
Evil Ryu from *Street Fighter EX Plus*, not the one from *Street Fighter Alpha 2*, because he's only 2D. Just like normal Ryu, I'd roam the land, challenging the world's best street fighters. Only I'd also be evil.

NOAH MASSEY
Strategy/Features Editor
Type of Gamer: Racing, Sims, "Weird" stuff
Current Faves: *Parappa The Rapper, Colony Wars, Ghost in the Shell, Frogger*
Hobbies: DJ-ing trip hop, mecha models
Most Wanted Game: *Parappa The Rapper 2*

If I could be any game character, I'd be...
PJ Berri, from *Parappa The Rapper*. PJ just sits around all day eating ice cream and doughnuts, then he kicks it on out to the club at night to spin records for all the cool kids in town—wait a minute, I already *AM* PJ Berri!

BILL PARIS
Japanese Correspondent
Type of Gamer: Flight Combat, Fighting
Current Faves: *Ace Combat 2, Tobal 2, Street Fighter EX Plus*
Hobbies: Hong Kong movies, collecting CDs
Most Wanted Game: *Tenchu*

If I could be any game character, I'd be...
Rikimaru, the ninja from *Tenchu*. I would pick him because the Ninja ain't no joke. You don't screw with 'em, or you get *tetsubishi* in your feet. You don't see 'em comin', but you *know* when they've been there! BAD!!!

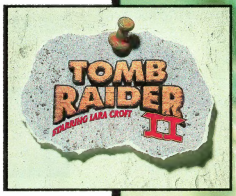
CHARLES FROHMAN
Managing Editor
What he does: Enforces unthinkable deadlines on the jokers you see pictured above.
Boss Strategy: Hide, and make a lot of ridiculous excuses in hopes of making him laugh when he finds you.
Charles' Quote of the Month: "Shut up, write, and shut up."

EUGENE WANG
Art Director
What he does: Puts pictures and text in "specific" areas and calls it art direction. Licks mouses.
Boss Strategy: Try to reason with him, find a common ground. Most Bosses are just misunderstood and in pain.
Eug's Quote of the Month: "No, I don't speak any English."

GARY LIEW
Graphic Designer
What he does: Stays late hours designing pages for the best PlayStation mag.
Boss Strategy: Just sit still and play like you don't see him. Maybe he'll see how peaceful you look, and then he'll decide to just leave you alone.
Gary's Quote of the Month: "You guys are freaking me out."

PSM 2 OCT. 1997

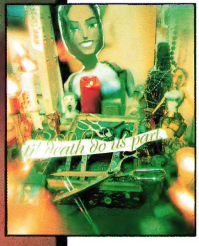
TWO TURNTABLES AND A MICROPHONE



Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return. **Opp page:** Committed for life.

4 A.M., TALLAHASSEE, FL --

TWO DRUNKS BATTLE IT OUT DOWN THE HALL. THE 38 EXPRESS SQUEALS TO A HALT EVERY HALF HOUR ON THE STREET BELOW. SLEEP DOESN'T COME EASY IN ROOM 23. BUT FOR 19-YEAR-OLD RAY COOPER, IT HAS NOTHING TO DO WITH THE NOISE. AS HE SAYS, "IT'S BECAUSE SHE'S ALL I SEE EVERY TIME I CLOSE MY EYES."



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100% independent PlayStation Magazine

ISSUE NUMBER 2
OCTOBER 1997

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Accessorize Your PlayStation! PG. 72

Don't buy that joystick! That is, not until you've read our complete report on which controllers are worth the bucks and which ones aren't.

Final Fantasy VII Walkthrough, Pt. 2 PG. 92

Still stuck? Don't worry, we'll help get you out. We've painstakingly covered discs two and three in part two of our complete guide.

COVER STORY

Castlevania: Symphony of the Night

Castlevania is finally here, and we've got all of the tips, maps, item lists, and strategies you'll need to send Count Dracula back to the grave. Just watch your neck, okay?

pg. 84

Clocktower: Fear is Fascinating!

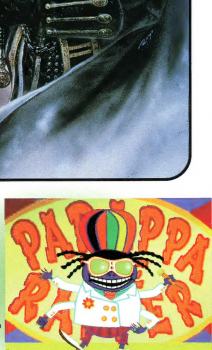
PG. 80

The Scissorman is out somewhere out there, watching, waiting.... Defend yourself with our in-depth guide!

Parappa: How Cool Are You?

pg. 83

If you wanna be *really* cool, you gotta become the King of the Master Rappers. How, you ask? Just check out page 83...



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Dual Analog Controller Set To Take U.S. Gamers by Storm ► pg. 12 ◄

Check out our feature story on the release of Sony's new Analog Pad and what it will mean for the future of PlayStation games. Don't forget to scout out the rest of this month's news, either—all in Monitor.

reset ► pg. 113 ◄

A sneak-peek at what's gonna be hot for next month

MONITOR

your complete source for all the latest in playstation news, topics, and 32-bit culture

These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

Sony Unleashes The Dual Analog Pad

A PlayStation revolution is about to begin!

▲ **The Sony Dual Analog Pad fits comfortably in your hands—that is, unless you've got really small ones.**

The Sony Dual Analog Pad is finally out! The $29.99 pad closely resembles Sony's standard controller, but with a few significant differences. First off, it's much wider and a little bit heavier. The L2 and R2 buttons are now larger, and they have been lowered to make them easier to reach. Located just below the SELECT and START buttons are the two analog joysticks, which can also operate as additional L3 and R3 buttons by pressing the sticks "into" the pad.

Three game modes are available, which you can select with the digital/analog LED button on the face of the unit. Digital is the default and allows compatibility with non-analog games. Analog mode, of course, lets you use the pad's dual joysticks. The final mode is for games that were designed for the Sony Analog Flightstick.

Will Sony's Analog Pad catch on here in the U.S.? Well, the price is right, and it's getting plenty of developer support, so the outlook is good.

A Fatal Flaw?

The only real drawback about the U.S. pad is that it won't have the vibrational feedback that its Japanese counterpart does. Sony was forced to remove it, due to the fact that it infringed on a technology patent. This omission is extremely unfortunate, as feedback adds a whole new level of interaction to the gameplay.

Many developers will continue to include feedback support in their products, though. This is due to the fact that their games will appear in both overseas and domestic markets. Sure, U.S. gamers are getting the short end of the stick, but there is still hope. Sony has assured PSM that it is working hard on a solution, and that it will eventually release a U.S. controller with the feedback intact. This, however, probably won't be until sometime next year at the earliest. Regardless, the analog pad is still the best peripheral out there, and PlayStation owners should definitely run out and pick one up.

In fact, certain companies are already depending on the success of Sony's pad. Interact, one of the largest producers of PlayStation-compatible controllers, is planning to release a dual-analog pad of its own. Dubbed the Barracuda, it will take all the features of Sony's pad and include some extras such as autofire. You can read more it in this month's peripheral feature.

The Next PlayStation Standard

One of the most noted problems with releasing a new peripheral is convincing developers to support it. There's a kind of "catch-22" at work, in that companies won't design their games around a product if it doesn't have a good user base, and a product won't sell if no games support it. However, Sony has worked hard on optimizing the analog code, so adding it to a game is relatively simple. Numerous titles are already appearing that take advantage of the controller, and by the end of the year, virtually every released game will support it in one way or another. In fact, since programming for the pad is so straightforward, companies are able to find some truly innovative ways to use its various features.

Maxing Out the Pad

While most of upcoming titles will be compatible with the Sony Dual Analog pad, some developers are really going above and beyond and take advantage of the pad's features. Shiny's *Fly By Wire* is one such game. Using the analog pad like a hand-held remote control, you will be able to fly a remote-controlled plane around a virtual world. While this game is still under development, it does provide an example of the creative ways developers can use the pad. Here are a few other games that use the controller in new and unique ways:

Porsche Challenge

Developed by Sony of Europe, *Porsche Challenge* is the first racing game to use both of the pad's analog joysticks. The left joystick is used for left and right analog steering, much like in *Rally Cross*. The right joystick is used for both gas and braking—gamers will no longer have to use two separate buttons for these commands. Simply push forward to accelerate and pull back to brake.

Tobal 2

Square has always been on the forefront of technology, and its games are a testament to that fact. So it should come as no sur-

Parappa Finally Makes His U.S. Debut

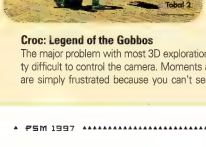
The wackiest game yet is about to bust into the U.S. gaming scene. *Parappa the Rapper* is the coolest hip-hop hero ever to grace a console system—and thanks to Sony, he'll be rapping his way onto the PlayStation. You play the role of Parappa as he challenges the skills of various master rappers in "Simon Says"-style gameplay. Within the game's six levels, you will encounter a variety of interesting characters, including PJ Berri, a DJ-ing bear; Chop Chop Master Onion, the wise old vegetable Karate master; and Joe Chin, the antagonist of the game.

Sony was at first reluctant to release this title, but it has now decided to take a chance on what is certainly going to be one of the coolest games of the year. PSM, for one, is glad that Parappa is finally getting his due, and we hope that U.S. gamers will enjoy the game as much as we have. We've even included a strategy guide in this issue to help you out!

In Japan, Parappa has long been an enormous success, with over 7000,000 units sold. They just can't seem to get enough of the hip-hop dog and his zany raps. In fact, work has already begun on the sequel. While details are sketchy, most of the characters from the first game should be returning. As for new features, one can only guess. Will there be a two-player split-screen mode, where gamers can challenge each other's raps? Will Parappa finally go face-to-face with Joe Chin, with only a mic in hand? Your guess is as good as ours, but you can be sure that as soon as any concrete details are revealed, PSM will be there for the scoop! In the meantime, do yourself a favor and give *Parappa* a chance—you'll be hooked!

▲ **After beating Parappa, a screen is shown promoting the sequel, which Sony has been working on and is rumored to be nearing completion.**

▲ ***Parappa*'s most endearing aspect is its lovable roundup of funny characters, ranging from a cooking chicken to a moose driving instructor.**



prise that its latest fighting game, *Tobal 2*, makes full use of the Dual Analog pad. Since the analog joysticks can also function as L3 and R3 buttons, they are used to execute certain special moves, like fireballs.

Croc: Legend of the Gobbos

The major problem with most 3D exploration games is that it's pretty difficult to control the camera. Moments always occur when you are simply frustrated because you can't see exactly what you are supposed to. Well, Fox Interactive's *Croc* is using the analog pad in an attempt to alleviate this problem. While movement of the lead character is provided by the left analog joystick, the right stick functions as a camera control. Can't see a jump clearly? Simply maneuver the camera around until you can. It's nice to see innovations like this starting to pop up—let's hope they continue as more and more gamers get used to analog control.

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation...

Westwood Studios is currently working on its latest *Command & Conquer* sequel. Titled *C&C: Command's*, it will feature more action-based gameplay than its predecessor. Look for this game to hit the PlayStation late next year.

RPG fans can now rejoice, as Working Designs has officially announced that it will be porting over *Alundra*. The game has already become a major success overseas, and looks to do the same here in the U.S.

Current PlayStations sales have reached 17.6 million worldwide, which is certainly good news for Sony. If trends continue, then a total base of over 22 million units could be possible by the end of the year.

Due to the strong PlayStation sales, Sony's 1996 first-quarter profits have more than doubled from last year's figures. Predictions have the company's year-end profits at $1.42 billion. Wow!

Hudson is now preparing for the release of its first PlayStation title. No, it's not a Bomberman game, as most would expect. Rather, it's a fighting game by the name of *Bloody Roar: Hyper Beast Duel*. Gameplay is very reminiscent of *Virtua Fighter*, and the characters will be able to morph into beasts. Look for a U.S. release.

While Crystal Dynamics has always developed and published its own games, it has had to rely on other companies for distribution. Mickey is its latest partner, and will handle the distribution of *Gex 2* and *Pandemonium 2* later this year.

Philips has developed a new video-game display unit called Scuba. Worn like a VR helmet, it contains an LCD screen and stereo speakers. However, with a hefty price tag of $300, only the rich or truly dedicated need apply.

Gun game fans may have to be a little bit more patient, as Namco's *Time Crisis* has been delayed another month. This is due to the high manufacturing demands of the included gun. Look for an October release and a MSRP of $59.95.

Contrary to popular belief, the latest PlayStation models can have anti-terrorist chips added to play Japanese games. It was first thought that the addition of the cooling plate in the hardware prevented the procedure.

(Continued on pg 15 ▶)

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Square In Charge

WILL FINAL FANTASY VII PAVE THE WAY FOR MORE U.S. RPGs?

Role-playing games have always been popular in Japan, and have long become a staple part of that society. Even with dozens of titles released each month, the millions of hard-core gamers can't seem to get enough of this ever-growing genre.

In the U.S., the story is a bit different. In the late 1980's, most companies felt there was simply not a large enough market for RPGs. Square managed to prove all of them wrong with the release of the first *Final Fantasy* game, which was received with much acclaim. Throughout the 8- and 16-bit eras, a total of three *Final Fantasy* titles were released, and each was extremely successful. More and more companies then jumped on the bandwagon. Finally, a steady stream of RPGs started flowing for fans to enjoy. Then, unfortunately, the 32-bit consoles came.

When the PlayStation was first released, there were simply no RPGs to be seen. Even now, two years after the PlayStation's launch, very few titles have been released. Once again, companies feel role-playing games have a small market—and once again, it is up to Square to prove them wrong. But this time, Square will not simply be content to release a game that only RPG fans will enjoy. It wants to bring the genre to a more mainstream audience.

Square developed *Final Fantasy VII* With that focus in mind. Over one hundred people toiled away for almost two years to create the RPG to end all RPGs. Not only does it have all the elements fans of the genre love, it also has the action and flashy arcade sequences that should interest the typical gamer.

Sony is aware of this and is promoting the game to its fullest. In-store campaigns and television spots are everywhere. The goal is to make sure that every PlayStation owner is at least aware of the title, and it looks like it's playing off. Virtually every gamer is anxious for the September release date. Early predictions say that *Final Fantasy VII* could sell up to a million units, with several hundred thousand being sold in the first couple of days.

Hopefully *FFVII* will become as successful as most people predict, so more companies will be willing to bring their RPGs over to the U.S. market. Working Designs has already announced that it will be bringing *Alundra* over. Square is eager to release *Final Fantasy Tactics* and *Saga Frontier*, as well. If this trend continues, RPGs might once again get their due. All thanks to a "little" company by the name of Square.

SQUARE: LIFE BEYOND FINAL FANTASY

While Square's main focus has always been role-playing games, it is constantly bringing its skills and expertise to other gaming genres. You already know about *Tobal 2* and *Bushido Blade*, two titles that have revolutionized the fighting game genre. Well, Square's only getting started—a few other upcoming titles are looking to do some revolutionizing, as well.

Einhander

One of the most unique shooters to appear on the PlayStation, *Einhander* lets you control a spacepod with no weapons, just a single robotic arm. Gamers will have to use the arm to "steal" missiles and bombs from other enemy ships.

Front Mission Second

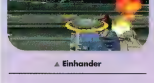
A derivative from the standard *Front Mission* series, *Front Mission Alternative* will feature some of the same real-time combat elements combined with new mission-based gameplay. Prepare your squad of mechs at the Battle Camp, then send them out to do battle.

Front Mission Alternative

The sequel to the mech-based strategy game of the same name, *Front Mission Second* uses a 3D isometric view for the battles and a turn-based style of combat. Like *Alternative*, you control a squadron of mech soldiers, only this time strategy is a more crucial part of the game.

Parasite Eve

Parasite Eve is an RPG based on a popular Japanese science-fiction novel that happens to be set in Manhattan. You play the role of Aya Brea, a heroic policewoman, trying to stop the evil goals of a women called Eve. The game's graphical engine is similar to the one used in *Final Fantasy VII*.



▲ Einhander

▲ Front Mission Second

▲ Front Mission Alternative

▲ Parasite Eve

NOTES

(Continued from pg. 13)

The other N64 unit from Acclaim will feature five-on-five gameplay similar to id Software's popular series, Quake II Multiplay. Kevin Wilkerson Timberwolf, has been hired for the game's motion-capturing.

Unfortunately, Tecmo has delayed the home versions of *Dead or Alive*, a popular arcade fighting game based on Sega's Model 2 technology. No new release date has been established, but a first quarter '96 time-frame seems probable.

Men in Black, the hit summer film, will soon become a PlayStation title. Insiders have revealed the game-play will be a lot like *Resident Evil*.

Vancouver-based Mainframe Entertainment, Inc., makers of such popular cartoons as *Reboot* and *Beast Wars*, is now using its talents for a new animated series based on Shiny's latest shooter, MDK. Look for the series to air in the Fall of '96.

Sony is soon expected to pick up the publishing rights to such European titles as *Rapid Racer*, a speed boat racing game, and *Medievil*, a 3D action/horror game. Both titles may have a shot at hitting stores in time for the Christmas season.

GT Interactive officially announced the purchase of developer Single Trac. Known for creating such popular PlayStation titles as *Twisted Metal* and *Jet Moto*, SingleTrac is showing interest in producing titles for other platforms, such as the PC.

The lead designer of *Gex: Enter the Gecko*, Daniel Arey, has departed Crystal Dynamics and signed on with Naughty Dog. He will assist in adding the finishing touches to *Crash Bandicoot 2*, before continuing on with newer projects.

In other Westwood news, the PlayStation version of *Red Alert* will indeed feature a skirmish mode. You and three other AI players will be able to duke it out on 24 different maps. It looks like the PlayStation mouse will also be supported. Yeah, like anyone actually *owns* the mouse.

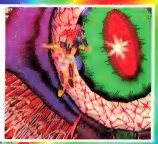
Congratulations to our very own Bill Panis-san, who recently "popped the question" to the lovely Regina Villalba, his girlfriend of three-and-a-half years. Surprisingly, she said yes! The two will tie the knot on August 15th next year.

ID EGO

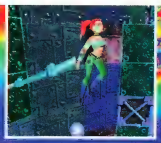
Satisfy all your needs, wants and...

Pilot a giant mech th... warped 3D tunnels

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump–then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Fargus ...



Nikki ... Sid ...

PlayStation

RATING PENDING K-A E 10+ CONTENT

Call 1.800.771.3772 for Game Rating Information

Pandemonium 2

CRYSTAL DYNAMICS

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Net Yaroze Update

Your monthly source for the latest Yaroze news and reviews

Welcome to this month's update on the Net Yaroze system. We'll be covering a useful product for Yaroze owners, as well as a cool exploration game from Japan, so let's get started!

Graphical Development KIT for the Net Yaroze

For those programmers sick of the standard command-line development tools that come with the Yaroze, Metrowerks has released CodeWarrior for Net Yaroze. Based on a graphical developing environment, Code War-rior provides developers with a more robust interface, and all the standard tools and compilers (Ansi and C++) they will need. Metrowerks also included Macintosh tools, so programming is no longer limited to a PC. If you're serious about designing games, then CodeWarrior is a must-buy.

PRODUCT: CODEWARRIOR FOR NET YAROZE
COMPANY: METROWERKS (http://www.metrowerks.com)
RETAIL PRICE: $299.00

▲ MetroWerks' CodeWarrior makes leaping into the coding trenches a bit more intuitive. It features a graphical developing environment instead of the standard command-line interface.

▲ Bring up the inventory menu whenever you need to use an item.

TITLE: SUPER MANSION
PROGRAMMER: SATO
ORIGIN: JAPAN
TYPE: 3D EXPLORATION

One of the premiere titles on Sony's Yaroze Collection, this month's featured game is certainly a blast from the past.

Super Mansion has a lot in common with such classic games as *Alone in the Dark* and *Resident Evil*. While the game tends to downplay the horror aspects of its predecessors, it does focus on puzzle-oriented gameplay. Set in a true 3D polygonal mansion, *Super Mansion* requires you to make your way through each room, looking for keys that will unlock other parts of the house. You can also find other items, such as papers, that help shed light on your character's mysterious background.

You'll eventually be carrying quite a number of items, which are fortunately stored in an easy-to-use inventory menu. Need something in particular? Just pop up the menu, select the item, and you're ready to go.

Needless to say, this game is huge. *Super Mansion* has tons of rooms to explore, ranging from libraries to bedrooms, and each must be searched for any clues they might offer. Sadly, no map feature is present, so you'll probably want to draw out your own blueprint of the mansion to avoid getting lost.

◀ The library is one of the first places you should visit, as it reveals valuable info about your character.

Yaroze-Curious?

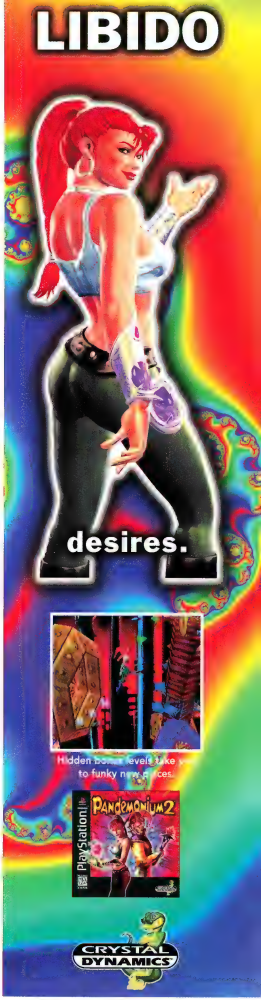
For those of you interested in purchasing a Yaroze system, be sure to visit the Official Net Yaroze site. Simply fill out its handy form and you'll be sent more information via e-mail. Here's the URL: http://www.scea.sony.com/net/. If you already own a Yaroze, you may find some of these sites useful:

Code Jesters
http://www.pacificcoast.net/~titan/jesters/

The Net Yaroze Times
http://www.geocities.com/TimesSquare/Alley/2200/

Club Yarouze
http://www.clubyarouze.com/

Slowly but surely, more and more fan-based Yaroze sites are showing up. Not only do they provide the latest news and gossip, they also give programmers a place to get together and share their ideas. These sites are an extremely valuable resource, and shouldn't be overlooked. Next month, PSM will be picking out the more popular sites and reviewing them for our Yaroze readers. See you in thirty....



GOSSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Well, look no further, because PSM always has its ear to the wall....

Final Fantasy Toys Coming

Put away your *Star Wars* figures—FFVII is on the way.

Final Fantasy VIII to Begin Development

The next fantastic adventure is about to begin.

While it is likely to be considered a "videogame duh," the next game in the *Final Fantasy* series is being prepared for development. According to sources at Square, brainstorming sessions should be beginning shortly in Japan and at Square's new offices in Hawaii.

▲ Will Cloud return in *FFVIII*?

Full-scale development is slated to begin shortly after the new year.

Many of the top designers from Square Japan are already beginning to move their families to Hawaii, as the project is expected to be in development for the better part of two years. Details about the game are unknown, nor is there any set release date as of yet. More news as we hear it....

New Square Fighter Coming to PlayStation

Square and Namco are teaming up to bring a new fighter to the arcade...and to the PlayStation. A few months ago, news filtered out of Japan that the two companies would be working on a new arcade project. According to sources at Namco, the company was particularly impressed with Square's mini-games in *Final Fantasy VII*.

For several weeks, details were scarce regarding the new game. New information has revealed that the game's name will be *Ehrgeiz*, and that it will be built using Namco's System 12 board (the same board used for *Tekken 3*). The game's control mechanism will use three buttons (similar to the *Virtua Fighter* series), and the "rings" will feature varying terrain and elevations (also like *Virtua Fighter 3*). Despite these similarities to Sega's major fighter, *Ehrgeiz* will supposedly have completely different fighting mechanics.

As *Tekken 3* is nearing completion for the PlayStation (with a somewhat difficult transition over from System 12), rumors have indicated that *Ehrgeiz* will eventually be making a PlayStation appearance, as well. We have heard no word regarding an approximate timeframe for the game's release. Irregardless, PlayStation owners should be pleased with Square's emergence into the arcade, which will only mean more great games for the PlayStation.

▶ Will Chuji Wu, *Tobal's* main character, make an appearance in Square's arcade fighter?

Rumor Smasher

Where we put false rumors to rest, once and for all.

Sony Says "No Modem for You!"

Despite rumors to the contrary, Sony still contends it won't be releasing a modem for the PlayStation.

While many companies are betting their futures on the Internet, and Sega, Matsushita, Apple, Bandai, and other major players are adopting a set-top box strategy, Sony has been characteristically coy about its Internet plans.

For months, rumors have been doing the rounds regarding a PlayStation modem that would provide almost identical functionality as the Sega NetLink. PSM has learned that PlanetWeb, the company that makes the web browser for Sega's NetLink in the U.S., has held high-level talks with Sony about the possibility of such an option. Finally, news filtering out of Sony itself had hinted that it will be announcing some sort of strategy at the Tokyo Game Show.

Unfortunately for consumers, Sony is basing its decisions on the abysmal performance of both the NetLink and its own link-up cable, as well as on the state of the set-top box market in general. Company decision-makers have come to the conclusion that the Internet is simply a facet of the market that is not mature enough to exploit just yet.

As a result, Sony has time and again denied that it will be bringing out a modem for its PlayStation. Sources have indicated that the company is not going to try anything in the Internet realm until at least its next generation of hardware. It looks like consumers are going to have to wait until at least 1999 before they will be surfing the Web (and playing online games) on their PlayStation 2s.

▶ The near-future outlook is grim for the PlayStation modem. Sony has determined that the market just isn't ripe enough, yet.

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日本ゲームお宅

The latest news and notes from the Land of the Rising Sun, featuring our very own Bill Paris-san!

NIHON GAME OTAKU

Welcome to Nihon Game Otaku! I trust that you are here to acquire Japanese import news. Or perhaps to learn the Water-Spider *ninjutsu* technique (above)? Are you ready, young one? I shall give you my best.

Simulation fans were recently given a treat in the form of *Monster Farm*. Tecmo's sim involves breeding monsters to fight. Beginners will start from E class, and each class can rise in rank with formal battles. Taking part in a match requires a year long schedule. Since "Work" and "Study" activities can use up your physical strength, you must rest well before the match to be victorious. What's more, you can observe your rival's abilities, and learn how your monster's abilities are lacking in comparison.

Namco's 3D Action game *Kaze no Klonoa* has adventure elements backed by a fantastic story, making for a great action game. Not lacking in the fantasy department, the original characters, worlds, and graphics will fascinate the player. It combines user-friendly, 2D game handling with 3D graphics. There is no release date in Japan as of yet.

The shooting game enjoyed in Japanese arcades, *Gunbullet*, is now available for the PlayStation. The PlayStation version has original modes like a special mode, party mode, and a quest mode. In the quest mode, your main target is to get the legendary "imitation gun." Continue your investigation by collecting information and lots of items. The volume of goodies thrown in for good measure is beyond belief.

The Tokyo Game Show Fall '97, held September 5th-7th, showcased some of the hottest upcoming PlayStation titles—the most prominent being the arcade port of *Tekken 3*. Other notable titles included *Metal Gear Solid* (Konami, to be released in 1997), *Front Mission Alternative* (Square, release TBA), *Front Mission 2* (Square, release TBA), *Einhander* (Square, Fall 1997 release), *Parasite Eve* (Square, Winter 1997 release), *Tales of Destiny* (Namco, September release), and *Genso Suikoden II* (Konami, release TBA). A total of 126 PlayStation titles were shown at the show, accounting for 43.3 % of all titles shown.

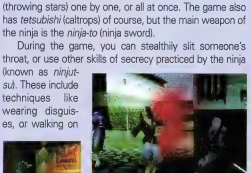
Square's *Final Fantasy VII International* will be released October 2 in Japan. It will feature all of the new monsters and FMV sequences that were present in the U.S. version. So Japan not only has their original *Final Fantasy VII*, but ours as well. *URAYAMASHII!!!*

Spotlight On: Tenchu

Tenchu ("Heaven's Punishment") is essentially *Metal Gear Solid* set in 16th century feudal Japan, and you are a ninja! Just one look at these screen shots will have period-piece fans screaming for more. The screen shots only show the hero, Rikimaru, as shots of the heroine, Ayame, are yet unavailable. You can throw *shuriken* (throwing stars) one by one, or all at once. The game also has *tetsubishi* (caltrops) of course, but the main weapon of the ninja is the *ninja-to* (ninja sword).

During the game, you can stealthily slit someone's throat, or use other skills of secrecy practiced by the ninja (known as *ninjutsu*). These include techniques like wearing disguises, or walking on water with pontoon shoes (known as the Water Spider). Moving along the edge of walls and hiding in the shadows is fundamental for ninja to ascertain their surroundings, so they can cautiously advance. This is also achieved by diving into a river and "hiding out." Ninja can avoid attacks by jumping from one roof beam to another, over the heads of their enemies. *Sugoi desho?* At press time, only 30% of the game was developed, and we have no information concerning the story line, but it's expected to be hot. The release date in Japan for this groundbreaking action game has not been announced.

▲ **This Momoyama-era castle sets the stage for your mission.**



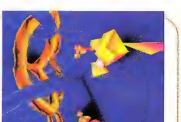
▲ **The amount of blood may rival *Resident Evil*.**

◀ **Your job isn't to kill everyone, but to remain unseen.**

Chou Atsui! ("Super-Hot")

Bandai's *Gundam the Battle Master* is very reminiscent of Capcom's arcade classic *Cyberbots*, with the exception that you can't create custom mecha. You can choose one of 10 Gundams, including the ZZ-Gundam and the V-Gundam. Your weapons include the trademark light saber-esque swords, axes (Zaku-II and Sazabi only), laser guns, bazookas (GPO2A), fiery karate chops (Zionq), as well as your standard punches and kicks. Gundams are also equipped with gravity-defying rocket packs.

◀ **Gundam gets ill on Zaku II. Who taught him to fight, Yoda?**



▲ **Unfortunately, *Baby Universe* won't be coming to the U.S.**

This game has been extremely popular in Japan, with the country's sales totaling 66,450 (at press time).

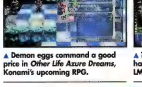
Baby Universe is Sony Computer Entertainment's first game in the "3D Kaleidoscope" genre. Using your control pad, and with some musical help from your favorite CD (for the Sound Scope mode), you can control kaleidoscopic computer images on your monitor. Other modes include an Electric Scope and Psychedelic Scope, as well as "Jewel Case" and "Console." You can manipulate a variety of shapes (prisms, rings, cubes, etc.), and you can also change the perspective of the shapes.

The Key to RPGs' Success in Japan

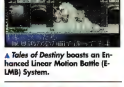
▲ In *Linda*^{3}, you must collect 120 types of animals, male and female, and escape (a la Noah's Ark) to another planet.

While role-playing games aren't the most popular genre in the U.S., they rule in Japan. RPG titles in development far outweigh fighting games, and they have proven to be the most popular genre. Lately, big companies like Square aren't the only ones dominating RPGs (with its *SaGa Frontier*, *Final Fantasy VII*, and *Final Fantasy Tactics* efforts). SNK has already introduced its game *Samurai Spirits: True Legends of Furious Bushido*, and Konami and Capcom will soon be joining the fray with *Other Life Azure Dreams* (September 25 release) and *Breath of Fire III* (September release), respectively. The most talked-about RPGs in the Japanese home video game market are Namco's first RPG for the PlayStation, *Tales of Destiny* (to be released within 1997), and Sony's *Linda*^{3} (no release date given, yet). So why are RPG video games so popular in Japan, anyway? It's simple: stories. Story, more than action, draws in Japanese players, along with subplots that don't take a few minutes to solve. In a country where children are pressured to study hard so they can get into the right elementary school, the right junior high school, the right high school, the right college, and finally the right company (WHEW!), Japanese kids need a fantasy world to which they can escape. RPGs provide that means of escape. It also lets them think creatively to solve problems, something their learn-by-rote-memorization education system doesn't encourage.

I can safely say that PIT kicks ice.



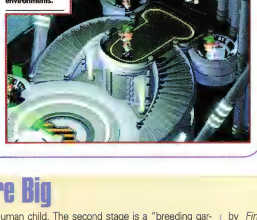
▲ Demon eggs command a good price in *Other Life Azure Dreams*, Konami's upcoming RPG.



▲ *Tales of Destiny* boasts an Enhanced Linear Motion Battle (E-LMB) System.

▲ *Breath of Fire III* has plenty of mysteries for gamers to unlock.

▲ *Samurai Spirits: True Legends of Furious Bushido* offers much more than fighting.



▲ RPGs like *SaGa Frontier* definitely have their share of detailed environments.

TOP 10 SELLERS IN JAPAN [at press time]

— 1	**DERBY STALLION**	ASCII; released July 17; copies sold: 1,138,674
2	**SAGA FRONTIER**	Square; released July 11; copies sold: 236,113 (in last 2 weeks), 945,128 total
3	**MINNA NO GOLF**	SCE; released July 17; copies sold: 191,491
4	**STREET FIGHTER EX PLUS ALPHA**	Capcom; released July 17; copies sold: 144,782
5	**FINAL FANTASY TACTICS**	Square; released June 20; copies sold: 100,997 (in last 2 weeks), 1,202,293 total
6	**MONSTER FARM**	Tecmo; released July 24; copies sold: 79,537
7	**GHOST IN THE SHELL**	SCE; released July 17; copies sold: 62,267
8	**CLOCK TOWER: THE FIRST FEAR**	Human; released July 17; copies sold: 54,293
9	**RAIDO GEAR GUY BRAVE**	Access; released July 17; copies sold: 39,638
10	**ARMORED CORE**	From Software; released July 10th; Copies Sold: 39,218 (in last 2 weeks), 114,700 total

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Life Simulation Games Score Big

This genre has been popularized with Bandai's Tamagotchi. Often referred to as "virtua pets," these games are called *ikusei* in Japan, literally meaning "rearing or raising." Ikusei aren't limited to Tamagotchi—PlayStation versions are available that are quite intricate, with excellent graphics. Perhaps the first foray into the life simulation genre for the PlayStation was SCE of Japan's *Gambare Morikawa-kun 2*. Unlike real life, you can actually choose the personality of your PiT (Pet in TV). In the first stage, you raise PiT just as you would a human child. The second stage is a "breeding garden" world. In this world, PiT can start to put some of its training to the test, and you can help if it fails. The final stage is the P-ZONE, where you can only observe the PiT acting on its own. If the PiT can't cut it, it's back to the drawing board.

▲ It may not be portable like the Tamagotchi, but you can do much more with it.

Derby Stallion (ASCII) is a super popular simulation title. More than 1,000,000 copies were reserved before its release, which even beat the record set by *Final Fantasy VII*! This title involves buying, breeding, and racing horses. Every April or May is horse-mating season. You must carefully choose the right female horse for your stud to breed with. When the young horse starts nearing three years of age, it formally enters the stable. Depending on whether its lineage is a short or long distance racer, you choose its stable accordingly. The horse receives its training upon entering the stable. The game involves horse auctions, and eventually, racing the horse.

▲ Judging by the success of *Derby Stallion*, horse-related games get props in Japan.

Reviews

this month's new games, professionally tested by the world's best playstation reviewers

Even though the PlayStation is clearly the best videogame console on the planet, it's still going to have its share of clunkers. Don't worry, though—you're armed with PSM, so you'll always know the score.

This Month's Games!

Castlevania: Symphony of the Night....pg 22
Bushido Blade....pg 23
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The PSM Rating Scale

We here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

What the Ratings Mean!

5 — **A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!**

4 — **A really well-done game. If you're a fan of the genre, you should definitely check this one out.**

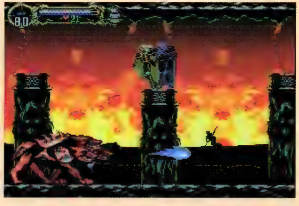
3 — **A pretty good game. It has its share of rough spots, but some redeeming qualities, as well.**

2 — **Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.**

1 — **Don't even make eye-contact with this one—it's not worth a second of your time.**

Castlevania: Symphony of the Night

Publisher Konami **Developer** Konami
Type Action/Adventure **MSRB** T **Discs** 1



▲ *Castlevania: SOTN* **is possibly the best 2D action game of all time.**

Back in the early days of the NES, *Castlevania* was one of those classic games that helped define the action genre. Who could forget the long nights of whipping ghouls, collecting hearts, and blowing your top every time you lost to the Grim Reaper? A string of sequels followed, and now *Castlevania* has finally come to the PlayStation. After spending nearly 50 hours knee-deep in blood n' bones, all I can say is "wow."

The gameplay in *Castlevania: Symphony of the Night* is best described as a perfect mix of *Castlevania II: Dracula's Curse* and Nintendo's *Metroid* series. Contained within Dracula's castle is a huge, nonlinear world to explore. Some RPG elements have been added, such as player attribute stats, level-ups, tons of hidden items, and even a shop. The story also plays a bigger part than in previous *Castlevania* games, carried along with occasional voice-acting and an FMV scene or two. Don't worry, though—none of these new elements take anything away from what made the series such a hit in the first place. *Castlevania* is still all about fast-paced, blood-curdling action.

From the perfectly moody soundtrack and beautiful gothic graphics, to the seemingly endless number of rooms and items, this game is top-notch stuff throughout. Even after you've beaten it, you'll keep coming back until you've found every item, learned every spell, uncovered every secret room, and seen every ending. This game is darn-near perfect, and it just goes to show that you don't necessarily need the latest in whiz-bang 3D graphics to kick some serious butt.

- The graphics are gothic beauty
- The music sounds like a movie score
- The concept is as good as ever
- I'll play it until my eyes bleed

PSM Final Score: 5

One of the best videogames ever—period

correction!!

In our September *Final Fantasy VII* review, PSM mistakenly attributed the "relics" system to *Final Fantasy IV*. Imagine our surprise when we re-read it, and realized that in truth, the first actual game to use such a system was *Final Fantasy III*. We apologize, wholeheartedly, to RPG fans around the world!

Bushido Blade

Publisher Sony CEA **Developer** Lightweight/Square
Type Fighting **Players** 1 or 2 **ESRB** T **Discs** 1

A single strike can kill in Square's Bushido Blade.

In feudal Japan, Bushido—the way of the warrior—was the code of chivalry that guided Samurai warriors' actions. You must learn this code well, if you hope to succeed in *Bushido Blade*.

You choose from six characters, as well as six weapons, and any character can use any weapon. Since it takes a while to master each weapon (and some are better for some characters than others), the game has a lot of replay value, even in the short one-player mode.

The combat system is unlike any other fighting game. Gone are the usual power meters and time limits. In their place is a totally accurate weapons combat simulation, fought across large 3D areas within an abandoned castle.

Battles last until a mortal blow is landed—it could take two seconds or half an hour. This is really cool because it adds totally new strategies to the genre. Feints, runs, countermoves and knowledge of how each weapon works all become paramount to win when any move could be the last. Several non-lethal crippling blows could kill an arm or take out an opponent's legs—reducing him or her to fighting while kneeling down.

Bushido Blade would have been a perfect fighting game, except for one simple fact—it seems to have been rushed out a little too soon. No matter how much time is spent learning the game, battles still often rely on pure luck, which is extremely frustrating. The controls are also a bit sluggish, which is inexcusable for a game of this high caliber.

Still, fighting fans should definitely check this game out, as it provides a much-needed shot of adrenaline to a very tired genre.

THE GRAPHICS ARE SECOND TO NONE
THE CONCEPT IS TOTALLY UNIQUE
THE MUSIC ISN'T REALLY APPLICABLE
I'LL PLAY IT UNTIL THE SEQUEL COMES OUT

PSM FINAL SCORE: 4/5

THE MOST INNOVATIVE FIGHTING GAME SINCE *SF*

Clock Tower

Publisher ASCII **Developer** Human
Type Horror/Adventure **Players** 1 **ESRB** M **Discs** 1

In keeping with the Halloween vibe of October, ASCII's release of *Clock Tower* treats us to a bit of horror. The storyline revolves around an unsolved series of murders, committed by the Scissorman. The game takes place in a small town in the Netherlands, where a young girl and boy are the only survivors of the last massacre. Players take on the role of a central character to investigate a new string of Scissorman murders.

This "point-and-click" graphic adventure features a lot of searching for items and clues, which you'll use to solve puzzles and stay alive. The twist is that you never know when Scissorman might jump out and cut you in half. If you've ever thought to yourself during a horror movie, "Don't go in there you idiot, you're gonna get killed", then you'll get a kick out of this game. You make all the decisions about where to go. So if you do end up dying, it's your own stupid fault.

You play as one of two main characters, and both have five unique and drastically different endings. Scissorman has some great moments where real tension builds, and you're bound to be startled. This game should be played in the dark with surround sound to create the right atmosphere.

It has quite a few slow points, but there is an equal amount of action where you're trying to escape with your life. The attempt at replay value was somewhat successful with the many different endings and secrets, but it's not enough to make this game a huge hit. If you're looking for a scary night with your PlayStation, *Clock Tower* will do it, but don't expect much more.

- THE GRAPHICS CAN BE CREEPY, BUT ALSO A LITTLE BIT STALE
- THE CONCEPT IS A NICE ATTEMPT OF SOMETHING THAT HASN'T BEEN OVERDONE
- THE MUSIC IS "STOCK HORROR FILM SOUNDTRACK" TYPE STUFF
- I'LL PLAY IT UNTIL I GET SOME OF THE ENDINGS

PSM FINAL SCORE: 3/5

SOMETIMES SLOW, BUT NOT WITHOUT A GOOD DOSE OF CHILLS

▲ Scissorman's about to get pummeled with a fireplace poker. See, you're not always helpless!

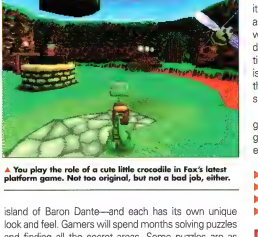
Croc: Legend of the Gobbos

Publisher Fox Interactive **Developer** Argonaut Software
Type 3D Platform/Adventure **Players** 1 **ESRB** KA **Discs** 1

It's hard to argue that *Croc* doesn't bear a striking resemblance to Nintendo's *Mario 64*. They both have a lot in common: beautiful graphics, colorful 3D environments, and a cutesy lead character. All that is missing from *Croc* is a memorable theme song. With its platform-jumping and level-exploring elements, even the gameplay is identical.

Much like Lara Croft, Croc has more moves than you can shake a stick at—jumping, swimming, running, and climbing are but a few of his abilities. Trust us when we say that you'll need to learn all of them if you hope to free your friends, the cute little Gobbos, from the clutches of the evil Baron Dante.

More than 50 levels of gameplay are spread out over four huge islands—desert, forest, ice, and the secret island of Baron Dante—and each has its own unique look and feel. Gamers will spend months solving puzzles and finding all the secret areas. Some puzzles are as simple as merely activating a switch, while others will require careful positioning of certain wooden crates.



▲ You play the role of a cute little crocodile in Fox's latest platform game. Not too original, but not a bad job, either.

Although it looks like *Croc* has everything going for it, it also has its fair share of problems. The controls aren't as tight as they could be, so you must continually adjust what you are doing. The camera also leaves much to be desired, as it constantly switches angles at inappropriate times. While the adjustable camera views help a little, it is still difficult to get your bearings sometimes. Luckily, the game supports Sony's analog controller, which helps smooth out some of these rough areas.

Playing Croc is by no means a unique or original game. However, it did take the best elements of several games and combine them to make a fun and lasting experience. Gamers of all ages should will this one.

- THE GRAPHICS ARE CUTE AND COLORFUL
- THE CONCEPT IS NOT TOO ORIGINAL
- THE MUSIC IS OKAY, BUT FORGETTABLE
- I'LL PLAY IT UNTIL I FIND ALL THE SECRETS

PSM FINAL SCORE: 4/5

A FUN GAME FOR PLAYERS OF ALL AGES

Porsche Challenge

Publisher Sony CEA **Developer** Sony Europe
Type Racing **Players** 1 or 2 **ESRB** KA **Discs** 1

Porsche Challenge is the first racing title developed by Sony Computer Entertainment of Europe, with massive support from Porsche (the company's designers were responsible for supplying the data for the 3D modeling of the cars). It has the look and feel of a top-quality racer throughout.

Graphically, the game is pretty impressive. Cars are extremely detailed and resemble their real-life counterparts in every way—except for the price tag, of course. You can race on four tracks, ranging from Germany to Japan, and each features beautiful, real-time lighting effects. As you win races, new routes become available on each of the courses, adding up to a potential total of 24 track variations. Sadly, a lot of the tracks suffer from

▲ Now you can race a Porsche at a fraction of the cost!

severe pop-in problems. Entire buildings and bridges will suddenly jump into view, which is simply unforgivable.

To increase the game's replay value, Sony made sure to include tons of options, including a Practice mode, a Championship mode, a Time Trial, and a split-screen two-player mode. For those who just want to jump straight into the race, Sony also provided an Arcade mode.

It is unfortunate, though, that the game features only one type of car: the Boxster. After all, the high point of most racing games is the variety of vehicles to choose from. Luckily, you can choose from a group of six different drivers, each having a unique driving style. This should at least provide a little bit of variety.

Even with its faults, *Porsche Challenge* is a darn good racing game. It fully supports Sony's analog controller, which makes driving simply a dream. The lack of multiple cars will certainly deter some gamers, but if you are into realistic driving experiences, this game might just surprise you.

- THE GRAPHICS ARE EXTREMELY REALISTIC
- THE MUSIC DOESN'T REALLY MATTER
- THE CONCEPT IS NOTHING NEW
- I'LL PLAY IT UNTIL THE NEXT GOOD RACING GAME COMES OUT

PSM FINAL SCORE: 4½

A GOOD RACING GAME THAT COULD HAVE BEEN GREAT

Syndicate Wars

Publisher Electronic Arts **Developer** Bullfrog
Type Strategy **Players** 1 to 4 **ESRB** T **Discs** 1

▲ Political espionage and mass destruction are commonplace in *Syndicate Wars*.

Syndicate Wars deserves credit for giving players a shot at being the bad guys, for once. While other games focus on rescuing princesses, defeating villains, protecting small animals, and other vanilla acts of goodness, this title turns the tables and lets you embrace your own dark nature.

You express this bad attitude as four highly trained cybernetic assassins. You send these military units on missions that can be accomplished in countless different ways. For instance, if the police are getting in the way, simply blow up the police station. Or, if cover is needed, a crowd of innocent bystanders can be persuaded to act as a human shield. More squeamish gamers can accomplish missions through careful planning, covert actions, or diversionary tactics.

This freedom of action is the game's best feature, and because of its variety of options, the strategy is incredibly deep. *Syndicate Wars* is one of those rare games that gets better each time you play it.

The game has a large variety of different cities to explore, and all have been designed with the highest level of detail possible. Virtually every building can be destroyed, and vehicles such as ambulances and hovercars can be hijacked and driven. The computer AI is very realistic as well, so the citizens won't react until they are attacked or provoked in some manner.

Unfortunately, the overall feel is greatly hampered by the PlayStation controller. When a title is developed for the PC, it generally takes advantage of both mouse and keyboard control. The translation to a console pad simply doesn't offer the intuitive control that lets you get quickly absorbed into the game's deep strategic elements.

Fans of action-based strategy games will still get a kick out of *Syndicate Wars*, just be prepared to invest a bit of time learning how to play it.

- THE GRAPHICS ARE RICH, DARK, AND REALISTIC
- THE MUSIC IS COMPLETELY FORGETTABLE
- THE CONCEPT LETS YOU JOIN THE DARK SIDE
- I'LL PLAY IT WHEN I WANT TO BE BAD

PSM FINAL SCORE: 3½

A GREAT STRATEGY GAME, BUT TOUGH TO PICK UP

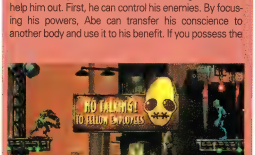
Oddworld: Abe's Oddysee

Publisher GT Interactive **Developer** Oddworld Inhabitants
Type Action/Adventure **Players** 1 or 2 (cooperative)
ESRB K-A **Discs** 1

When first looking at *Oddworld*, gamers may compare it to such games as *Prince of Persia* or even *Flashback*. Well, they shouldn't, as *Abe's Oddysee* surpasses anything we've seen for a while.

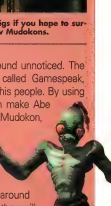
You play the role of Abe, a Mudokon slave, working in a meat factory called Rupture Farms. After finding out that your masters, the carnivorous Glukkons, are going to make your people the next meat product, you decide to escape. Unfortunately, the Glukkons have figured you out and are hot on your tail. You must free as many Mudokons as you can and get the hell out of there.

Fortunately, Abe has some interesting abilities to help him out. First, he can control his enemies. By focusing his powers, Abe can transfer his conscience to another body and use it to his benefit. If you possess the



▲ You'll have to learn to outwit the Sligs if you hope to survive in *Oddworld*, and free your fellow Mudokons.

body of a guard, you can walk around unnoticed. The other unique ability is a system called Gamespeak, which lets Abe communicate with his people. By using simple joypad commands, you can make Abe express himself. Say "hello" to a Mudokon, and you'll get its attention. Say "follow me," and it will do so. Using these phrases, you'll have to direct the Mudokons to various warp gates located around Oddworld. It's through these gates they will make their escape. Abe also has several abilities—he can run, climb, sneak, jump, and diffuse bombs.



Oddworld takes the best elements of 2D platformers and combines it with an interesting storyline, beautiful graphics, and puzzles that really make you think. The visuals are top-notch, and the secrets will certainly keep you coming back for more.

- THE GRAPHICS ARE EXTREMELY GORGEOUS AND DETAILED
- SOUNDS LIKE AN INDUSTRIAL WORLD WITH EXPLOSIONS EVERYWHERE
- THE CONCEPT INCLUDES MANY INTERESTING AND ORIGINAL FEATURES
- I'LL PLAY IT FOR A LONG TIME TO COME

PSM FINAL SCORE: 4½

A TRUE LEAP FORWARD IN TRADITIONAL 2D GAMING

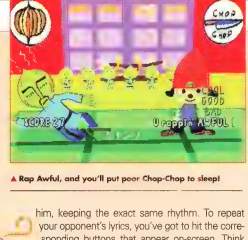
Parappa the Rapper

Publisher Sony CEA **Developer** Sony Music Ent.
Type Party Game **MSRB** KA **Discs** 1

We'll never forget the day we were first introduced to *Parappa The Rapper* here at PSM. We had never heard of the game before, and had no idea what to expect. For the first five or so minutes of play, all of us stared at the screen with blank faces, completely bewildered by what we were seeing. Then, as if being snapped awake from a trance, we began to laugh uncontrollably and fight over who was next in line to rap against the karate master with the huge onion for a head. People, this isn't sane, and this isn't healthy—this is *Parappa*, and it's a whole lot of fun.

Trying to convince many of today's action-hungry gamers to invest in a game that stars a cartoon dog who raps against an onion, a moose, a frog, and a chicken is a pretty hard sell. It ain't no picnic to describe the gameplay, either. Still, we'll give it a try: it's kind of a memory game, only with the added element of rhythm. See, as your opponent raps to you, you've got to repeat his rap back to him, keeping the exact same rhythm. To repeat your opponent's lyrics, you've got to hit the corresponding buttons that appear on-screen. Think "Simon Says". You don't have time to look at your controller, so you'll need to practice and learn instinctively where each button is on your pad without looking. It sounds simple, but it can be tough!

What really makes the game so unforgettable is its completely original presentation. The graphics are 3D, but the characters themselves are 2D—that is, the camera moves around and you can see them from all angles, but they're paper-thin, so they look completely flat. The character designs themselves are hilarious, and the storyline of Parappa's quest to win the affections of Sunny Funny (a flower) is told through insanely bizarre FMV sequences. At the heart of the game is music, and Parappa is chock-full of songs and raps that are at the same time both completely ludicrous and hopelessly catchy. You'll find yourself muttering lyrics like "crack, crack, crack the egg into the bowl" about a zillion times a day, and probably freak out everyone around you.



▲ Rap Awful, and you'll put poor Chop-Chop to sleep!

Again, because it's so different, Parappa can be a tough sell. In Japan, where it was released months ago, it's already become one of the best selling PlayStation titles ever. They have weird tastes over there, though, so unfortunately, it's hard to imagine the same thing happening over here. But no matter who you are or what types of games you normally pay, you must at least give *Parappa* a try—chances are, you'll get hooked.

- The graphics have a unique style
- The music is incredibly catchy
- The concept is completely new
- I'll play it until they lock me up

PSM Final Score: 5

This game is indescribable, but just give it a try and you'll be hooked for good

Warcraft 2

Publisher Electronic Arts **Developer** Blizzard
Type Strategy **Players** 1 to 2 **ESRB** TBA **Discs** 1

▲ Battle as either the humans or the more-powerful ogres.

Warcraft 2 for the PC was one of the best and most popular videogames in recent memory, so releasing a PlayStation translation was a logical choice. The key strength of the PlayStation version is the supremely balanced real-time strategy that made the PC title such a classic. Not only do players command epic battles, but they must also focus on continued research and resource management.

While gathering resources and upgrading units is great fun for many players, other gamers may find that the real meat of the game is in the battles. These skirmishes are fast-paced and often frantic struggles with little time to think. Thankfully, expertly designed missions slowly build players' tactical skills until they can take on even the greatest of threats with confidence.

The deep strategic elements in the game have been bolstered by colorful graphics and inventive sounds. The soundtracks particularly stand out above any other real-time strategy title, with music that inspires you on to victory. The characters even talk back in absolutely hilarious responses, to boot.

However, like many other PC-to-console conversions, a simple joypad just can't offer the same diversity of control that the game was originally designed for. Consequently, even the most enjoyable parts of the game become frustrating.

If you've never had a chance to play *Warcraft 2*, don't pass it up, but prepare to be more than a little frustrated with the control.

- The graphics are passable, but hey, who cares?
- The music is victory-inspiring
- The concept is nearly perfected
- I'll play it if my PC isn't working

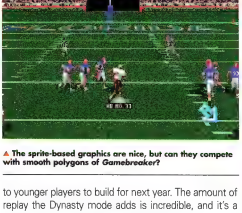
PSM Final Score: 3½

A great game, but with frustrating controls

NCAA Football '98

Publisher EA **Developer** Tiburon
Type Sports **Players** 1 to 4 **Discs** 1 **ESRB** K to A

Anyone who has ever played *Madden* will instantly recognize the notorious slippery control and play. Of course, the college game has different playbooks, and they include the entertaining option plays. Every division I school is featured, with correct home and away colors and replicas of their real stadiums. However, what really stands out about *NCAA Football* is the Dynasty mode. You can now take over the reigns of a college program for four years, going through the frustration of losing your seniors and the thrill of recruiting blue chip players. The best part is that you can improve the skills of your current players by giving them more playing time. Thus, if there is no hope of making a bowl game, you can start giving playing time to younger players to build for next year. The amount of replay the Dynasty mode adds is incredible, and it's a feature that should be in all college sports games from now on.



▲ The sprite-based graphics are nice, but can they compete with smooth polygons of *Gamebreaker*?

NCAA Football is facing the same dilemma as *Madden*, because Sony is using its polygonal engine for *NCAA Gamebreaker*, as well. We've seen an early *Gamebreaker* screen shot, and the graphics just blow away *NCAA Football*. But EA's gameplay is solid, if unspectacular, and the features are complete. Any college football fan who likes the play of *Madden* will love this game. Just beware of *Gamebreaker* and its incredible graphics and play coming up in a few short months.

- The graphics are still sprite-based
- The music is irrelevant
- The concept has been improved upon
- I'll play it until Gamebreaker comes out

PSM Final Score: 3½

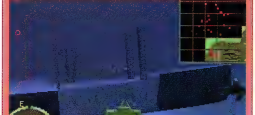
Another great game for Madden fans

Treasures of the Deep

Publisher Namco **Developer** Black Ops
Type Undersea Shooter **Players** 1 **ESRB** TBA **Discs** 1

Black Ops' shooters just keep getting better. After *Agile Warrior* and *Black Dawn*, *Treasures of the Deep* offers a welcome break from the unfriendly skies. It plummets players far below the oceans' surfaces as a freelance salvage/undersea military operative.

As a deep water specialist, you pilot a series of eight subs from a cockpit or chase-view perspective, on several varied missions. Each of the 14 levels (including secret and bonus levels) offers a new and exciting objective, be it destroying weapons on a sunken cargo ship, capturing Aztec gold from sunken tombs, or recovering bodies from a crashed airliner in the Bermuda triangle. The danger comes from enemies like subs, sharks, and strong currents that smash your sub into reefs.



***Treasures of the Deep* captures the beauty and the danger of the oceans, while letting you unlock their secrets**

With plenty of enemies on hand, and little side jobs (netting endangered species earns you cash), the levels never get boring. But what really makes *Treasures* special is the attention to detail in each environment. The undersea world in *Treasures* is a living place, and each level remarkably reflects unique marine cultures.

Complementing these assets are numerous weapons, helpful equipment power-ups, and a tight control system. All together, these positive attributes make *Treasures of the Deep* one of the more compelling PlayStation titles developed since the system's launch. Other undersea wanna-be games will have to go pretty deep to top this one.

- The Graphics are absolutely stunning
- The Concept redefines undersea shooters
- The Music is new and cool on every level
- I'll Play It until I really think I'm Jacques Cousteau

PSM Final Score: 4/5

The sub game to end all sub games

Tecmo Stackers

Publisher Tecmo **Developer** Tecmo **Type** Puzzle
Players 1 or 2 **ESRB** KA **Discs** 1

It seems that puzzle games are always in short supply, so it's always nice when a new one actually gets released.

As with most puzzle games, it's extremely hard to describe the concept behind *Stackers*. Basically, the gameplay is a mix between *Tetris* and *Puzzle Fighter*. Colored blocks fall two at a time, and when four of the same color touch, they eliminate each other. After they are eliminated, the remaining blocks stretch out, trying to connect with their same colors. If four blocks of the same color manage to stretch out to each other, then a chain reaction occurs, and they disappear. This is where a lot of the strategy lies, as placing your blocks correctly can create some extremely long chains.

If you play against an opponent, the blocks that you eliminate on your side will appear on your opponent's side as coins, called Mystic Quads. Since the Quads are not colored, the only way to remove them is to create chain reactions using whatever colored blocks are available. And just like in other puzzle games, if any of your blocks touch the top of the screen, you lose.

Tecmo also included a few other modes that are variations on the standard game. A Time-Trial mode challenges you to drop as many mystic quads as you can within a certain time limit, and the chain reaction mode tests your ability to create long chain combos. Both are fun, but you probably won't play them for very long.

Unfortunately, as far as puzzle games go, *Stackers* is pretty simplistic. It's a great title for newbies and younger kids, but if you are a hard-core puzzle fan then it may not present enough of a challenge for you. Stick with *Puzzle Fighter* unless you are looking for something new.

▲ The two-player mode is the best part about *Stackers*, but it's not quite enough to save the game.

- The graphics are cute and simple
- Sounds like a Jazz club
- The concept is nothing new
- I'll play it only against a friend

PSM Final Score: 2/5

An ok puzzle game, but only for beginners

Jurassic Park: The Lost World

Publisher Electronic Arts **Type** Platform **Players** 1
Developer DreamWorks Interactive **ESRB** KA **Discs** 1

The Lost World has both the blessing and the curse of a popular movie license. People are already familiar with the game setting and characters, but they also come in with certain expectations. Unfortunately, like many licensed titles before, *The Lost World* fails to deliver the same kind of thrills as its cinematic namesake.

The game is a side-scrolling affair where players get to use a variety of different characters. The only problem is that leaping from platform to platform with a velociraptor can be just as boring as with a human. Also, the game suffers from sloppy control, making the more difficult platform elements frustrating.

Even with these problems, the game could have been much better if it offered players the opportunity to

▲ Even though you can play the role of various dinosaurs, such as this T-Rex, *Lost World* fails to excite.

try something new. However, instead of offering the freedom to control any character at any time, the player is saddled with the same linear play as the multitude of side-scrollers that came before.

The game does, however, offer players a variety of different gameplay options. While one level may feature traditional platform jumping action, the next may involve a straightforward, high-speed dinosaur chase. Although this is not enough to lift *Lost World* from mediocrity, it at least livens up the action a bit.

The Lost World is not all bad, and it features absolutely excellent use of sound. In this single area, the game successfully takes advantage of the film license. The soundtrack is nearly perfect, adding excitement to the otherwise dull gameplay. When the Tyrannosaurus Rex roars, it is as chillingly real as in the film.

- The sound, although incredible, it's not enough to save the gameplay
- The graphics for the dinosaurs are excellent
- The concept is so universal that it ultimately ruins the game
- I'll play it just to hear the T-Rex roar

PSM Final Score: 2/5

The action may put you to sleep, but the soundtrack will definitely keep you up

Ogre Battle

Publisher Atlus Software **Developer** Artdink/Quest
Players 1 **Discs** 1 **Rating** KA

Console strategy RPGs have always been very difficult to pull off successfully. This is largely due to the fact that a storyline can be difficult to develop in a game that is mostly based on combat, statistics, and character levels. Strategy RPGs also have a tendency to become either too cumbersome and insanely stat-oriented, or overly simplified, leaving the gamer with a thirst for strategy bored to death. *Ogre Battle* actually manages to balance the levels in a majority of these all-important categories quite gracefully.

The fun of the game lies in its tactical aspects. You're the leader of a group of rebels, seeking to liberate the land from the clutches of a corrupt empire. Sounds solid enough, but the actual crux of gameplay involves the liberation of towns and temples, the recruitment of sometimes hostile forces to join your cause, the acquisition of sacred items, and intricate strategies to boost your troops' statistics for victory. The overall tactical strengths of the game include constant monitoring of environment and an awareness of all the different factors that go into managing your forces.

▲ *Ogre Battle* combines strategy elements with a cool RPG storyline, but it doesn't take advantage of the hardware.

Unfortunately, with all the emphasis being placed on such tactical aspects of gameplay, the game's antiquated graphics and speed suffer from a merely satisfactory port from 16-bit to 32-bit. Basically, it's the same exact game from the Super NES, brought over onto CD format, which means there is little difference except for those pesky loading times. Bummer. The magic spells in combat are but a minute diversion from the disappointing flatness of the rest of the game's visuals.

While the length and scope of the game will please those looking for a tactically immersive gaming experience, the story does tend to falter at points, leaving weaknesses in the plot and aimlessness for the characters. Fans of the old Super NES *Ogre Battle* and strategy enthusiasts should definitely give this game a look. Just be aware that the weaknesses and limitations of the 16-bit version are still lurking in this latest translation.

- The graphics are a bit old looking
- The music sounds like 16-bit
- The concept is still cool
- I'll play it mostly for nostalgia

PSM Final Score: 3
A decent RPG blast from the past

Grand Tour Racing '98

Publisher Activision **Developer** Eutechnyx
Type Racing **Players** 1 to 4 **ESRB** KA **Discs** 1

▲ From downtown Hong Kong to Easter Island, *GTR 98*'s tracks span the globe.

In the growing field of PlayStation racing titles, Activision's *Grand Tour Racing '98* set out to combine the best aspects of all racing types in one package. While those are definitely some lofty goals, and the game isn't without its flaws, it does manage to largely deliver on its promises.

The best aspects of the game are its wide selection of cars, solid frame rate, and numerous track variations. From obstacles to inclimate weather conditions, these variations are one of the game's biggest draws.

Although *GTR '98* isn't the best looking PlayStation racer (mostly due to some overly-gritty texture maps), it does benefit from some clever track design. The developers did an excellent job of hiding any pop-up, and the frame-rate conveys a realistic sensation of speed.

Control is right on, and the lack of *Ridge Racer*-esque sliding through hard turns actually ends up as as a plus—it keeps *GTR '98* from becoming another "me-too" racer in the handling department.

On the bad side of things, the game's split-screen mode has an annoying habit of limiting your ability to see far enough down the track. And while the sound effects are adequate, they don't exactly make you feel like you're in the middle of a heated race.

In the end, *Grand Tour Racing '98* holds up well against some pretty stiff competition from the likes of Namco's *Rage Racer* and Sony's own *Rally Cross*. If you're in the market for a well-rounded racer that's long on depth, *GTR '98* is definitely worth a look.

- The graphics have virtually no draw-in
- The sound isn't really all that thrilling
- The concept is well executed
- I'll play it until I unlock all the courses

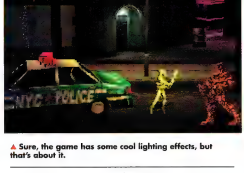
PSM Final Score: 3½
A solid racer that's got plenty of depth

Fantastic Four

Publisher Acclaim **Developer** Acclaim
Type Action/Fighting **Players** 1 to 4 **ESRB** KA **Discs** 1

Every now and then, a game comes along that that simply amazes you. *Fantastic Four* is such a game, but for all the wrong reasons. Without a doubt, this title is one of the worst games ever made for the PlayStation. The gameplay is unforgivable, showing off the worst that side-scrollers have to offer, and the graphics are a feeble blend of poorly animated sprites and dull environments. Can you say "stinky"?

The music is catchy, but entirely inappropriate for the on-screen action. Worst of all, the characters have weak super powers that force them to spend most of their time punching and kicking rather than doing what they do best. The only joy during the gameplay is making the players turn away from the action and boogie down to the funky soundtrack.



▲ Sure, the game has some cool lighting effects, but that's about it.

Perhaps the only other good thing that can be said about the title is that it has a mini racing game during the loading screens. These brief races are the the game's most enjoyable element. Other than that, there is little in *Fantastic Four* worth talking about.

- The graphics are simply awful
- The music is surprisingly funky
- The concept is extremely stale
- I'll play it if it somehow saves lives

PSM Final Score: ½
An utterly dismal and insulting action game

FLASHBACK

Ever wonder how games of the past would do if compared to today's latest hits? Wonder no longer, as PSM is going back to dig out some of the PlayStation's classic games. We'll replay them to see if they still have what it takes to be number one, and then we'll rescore them to today's standards. How do they compare? Read on and find out....

Project: Horned Owl

Type: Shooter/Light Gun
Publisher: Sony CEA
Developer: Movic
Release Date: 08/09/96

One of the first available gun games, *Horned Owl* was a blessing for a lot of PlayStation owners. It featured silky smooth 3D environments, cool enemies, and some fairly impressive anime cut scenes. It also didn't hurt that the character designs were done by none other than Masamune Shirow, creator of such anime classics as *Appleseed* and *Ghost in the Shell*.

Well, it has been almost a year now, and while very few gun games have been released, *Horned Owl* is definitely showing its age. Games such as *Die Hard Trilogy* have gone over the top. And with games like *Time Crisis* coming out soon, there is little room for even second-rate titles. Granted, *Horned Owl* does have a really good two-player mode, but the gameplay is basic even for a shooter. It looks like it's time for this owl to be put to rest.

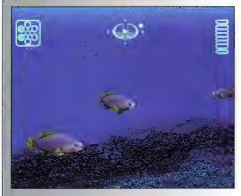
Original Score: ●●●
New Score: ●●

Aquanaut's Holiday

Type: Exploration
Publisher: Sony CEA
Developer: ArtDink
Release Date: 07/26/96

While *Aquanaut's Holiday* is not a game in the traditional sense, it certainly provided many a gamer with hours of relaxing fun. Basically a fish simulation, it lets you explore the ocean and meet various marine life forms. In fact, the game has more than 120 creatures, ranging from manta rays to sharks, for you to discover.

Even to this day, most people don't know what to think of *Holiday*. It may seem like a mindless game with no purpose. When you spend some time with it, you'll find out that it actually *is* a mindless game with no real purpose. It's just fun, and no other game has ever captured the sense of exploration and tranquility that it has. If you're looking for a different style of gameplay, then *Aquanaut's Holiday* may be your bag. There is certainly nothing else like it out there.



Original Score: ●●●●
New Score: ●●●

King of Fighters

Type: Fighting
Publisher: Sony CEA
Developer: SNK
Release Date: 09/18/96

King of Fighters '95 featured the largest collection of characters ever found in a single fighting game (24 in all). What sold it, though, was its unique team-combat system. You could choose up to three characters and create a custom team to fight with. If one of your characters got beat, then another one would jump in to continue. This was unheard of at the time.

Now, fighting titles litter the field, and it takes more than one unique feature to win the hearts of gamers. Sure, *KOF '95* still plays really well and the graphics are decent, but the leading time is completely unbearable. You could probably fight two rounds of *Street Fighter Alpha* in the time it takes for this game to load up a match. However, if you're looking for a budget fighting game, then this is your ticket, as it retails for only $29.99.

Original Score: ●●●●
New Score: ●●●

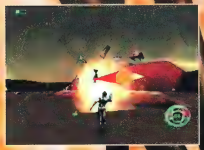
Backlog

Here are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed, or just to familiarize yourselves with our thoughts on games. You don't have to take our ratings at face value alone—think of it as "review calibration." This way, you can judge for yourself which titles to spend your hard-earned cash on, and which ones to avoid.

Ace Combat ●●●●●
Broken Helix ●●●●
Ball Blazer Champions ●●●
Battle Arena Toshinden 3 ●●●1/2
Battle Stations ●●●
Blast Chamber ●●1/2
Brahma Force ●●●●
Carnage Heart ●●●●1/2
City of The Lost Children ●●●1/2
Codename: Tenka ●●●●
Contra: Legacy Of War ●●
Cool Boarders ●●●●
Descent Maximum ●●●
Disney's Hercules ●●●
Felony 11-79 ●●●
Final Fantasy VII ●●●●●
Independence Day ●●
Jet Moto ●●●●●
Machine Hunter ●●●●●
Mechwarrior 2 ●●●
Mega Man 8 ●●●●
Namco Museum Vol. 4 ●●
Nanotech Warrior ●●●●
Need For Speed 2 ●●1/2
NHL Powerplay '98 ●●● 1/2
Overblood ●●●
Pandemonium ●●●1/2
Peak Performance ●●●1/2
Persona ●●●
Power Slave ●●●●
Poy Poy ●●●●
Super Puzzle Fighter 2 Turbo ●●●●●
Super St. Fighter Collection ●●●●●
Psychic Force ●●●
Rage Racer ●●●1/2
Rally Cross ●●●●
ReLoaded ●●
Resident Evil Director's Cut ●●●●●
Rush Hour ●●●
Sentient ●●1/2
Soul Blade ●●●●●
Spider ●●●
Suikoden ●●●●●
Tail of The Sun ●●●●
Ten Pin Alley ●●●
Test Drive Off Road ●●●
Thunder Truck Rally ●●●
Tiger Shark ●●●
Tomb Raider ●●●●●
Twisted Metal 2 ●●●1/2

MDK Explodes Onto The PlayStation™ Game Console.

"...we could be looking at a 1997 PlayStation game of the year."
–GAMEFAN



Get ready to experience the total global action fest of MDK on the PlayStation™ game console. Stunning graphics that explode off your screen, blistering gameplay featuring hot and heavy shooting action and of course the completely revolutionary sniper mode makes MDK one of the hottest games ever.

- **Exclusive PlayStation game console features including never before seen secret arenas, pumped up CD soundtrack, and full-blown support for the Sony analog control pad.**
- **Over 60 sweltering arenas spread out over 6 massive cities.**
- **A massive arsenal of weaponry including the groundbreaking sniper mode. Zoom in and pick off your enemies from over two miles away.**

Actual PlayStation Screen Shots

http://www.playmatestoys.com

IT THINKS.

MDK

THEREFORE IT KILLS.

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Publisher Konami
Developer Konami

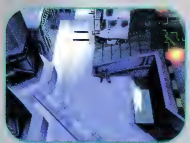
Release Date Q1 '98
Type Adventure/Action

METAL GEAR SOLID

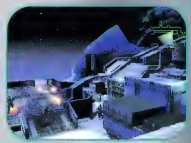
Ten years after the debut of the original *Metal Gear*, it's about to come back with a vengeance

It's been 10 long years since the first *Metal Gear* first wowed gamers with its original premise and gameplay. Although the game was originally developed for the short-lived MSX computer in Japan, most fans were introduced to it via the 8-bit Nintendo version. A sequel, *Snake's Revenge*, also appeared on both those platforms.

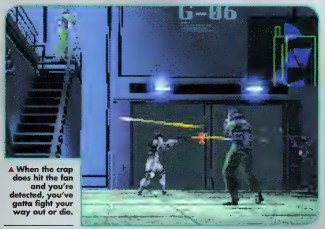
If you thought those games were good, wait until you see what *Metal Gear* is like on the PlayStation! The extra horsepower has made it possible to play the game as it should have always been played, in a completely realistic 3D environment. It's rich with secret rooms, back hallways and hidden tunnels for our hero to sneak his way through. The key is to use your wits, not your muscle. Make no mistake—when this game hits in early '98, expect it to be a revolutionary smash the size of *Tomb Raider*, and possibly even bigger!



▲ If the game stays true to the Metal Gear tradition, you can find items hidden in trucks.



▲ Before entering the enemy base, you'll want to sneak around and scout outside.



▲ When the crap does hit the fan and you're detected, you've gotta fight your way out or die.

▶ When enemies spot you, you'll get the classic "!" above their heads from the previous games—just before they attack you.

▲ Now this is intense—a soldier just about to find your hiding spot, with laser scope and everything...

Solid Snake is back, and his expression says it all—he's all business.

JUST WHO ARE THESE GUYS?

Ever since the first *Metal Gear*, the story line has played a major part. Expect plenty of interesting sub-plots, and probably a little back-stabbing...

Revolver Ocelot

Big Boss

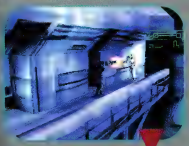
Decoy Octopus

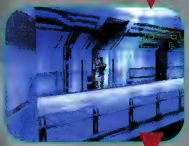
Dr. Naomi

Liquid Snake

Master Miller

Meryl





▲ During an intense action sequence, the camera may just swing all the way around you.

TIME TO TAKE ACTION

Normally, your goal is to stick to the shadows and stay hidden. Sometimes, though, push comes to shove, and for one reason or another, you have to go on the offensive. When the bullets start flying, *Metal Gear* really shines with realistic, explosive, heart-pounding action!

Solid Snake is equipped with loads of state-of-the-art weapons, many of which he picks up along the way. The coolest bit comes when you get to place plastic explosives at strategic spots throughout the base, then make the whole thing go "boom!"

◄▲ Sometimes you just gotta step out of the shadows and let 'em have it with a few nasty explosions.

▲ The camera changes positions depending on what's going on, to give you the best view.

▼ From low-angle places, like air vents, you can scout a room before you enter.

▲ When the bad guys really start to mouth off, it's "bazooka time."

FLASHBACK: THE ORIGINAL METAL GEAR

The first *Metal Gear* was so revolutionary because it introduced the concepts of being sneaky and using your wits to the action genre. It was also one of the first games to include so many different weapons and items to use.

Part two, *Snake's Revenge*, followed soon after, but the technology wasn't quite there to improve upon the original idea—it's definitely here now!

▼ You must be careful to avoid the security cameras.

▲ Here, Solid Snake waits for the guards to leave, rather than attacking them.

▲ Here it is, the Metal Gear itself. In the first game it was a tank, now it's a mech.

NINJA

Publisher Activision
Developer Kalisto

Release Date October
Type Action/Adventure

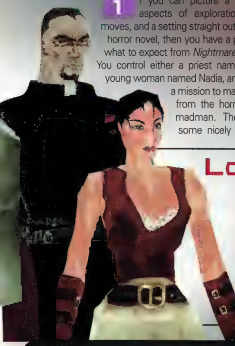
NIGHTMARE CREATURES

Get ready for some serious monster bash! Nightmare Creatures is coming!

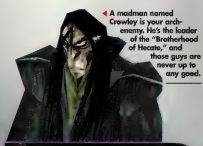
If you can picture a game that melds aspects of exploration, brutal fighting moves, and a setting straight out of a Brahm Stoker horror novel, then you have a pretty good idea of what to expect from *Nightmare Creatures*. You control either a priest named Ignacious or a young woman named Nadia, and must embark on a mission to make the streets safe from the horrific creations of a madman. The game features some nicely detailed and genuinely creepy monsters. You dispatch of these fiends in rather creative ways, such as lobbing off their arms or legs, and setting them on fire—not for the faint of heart.

A number of combos and special moves are also at your disposal, along with weapons like buzz saws and hand grenades. However, fighting isn't the only task at hand—plenty of puzzle elements should keep you coming back.

If development continues to go well, then we'll all be in for a special treat come this Halloween!



Things get really tough when you start facing the various flying creatures.



A madman named Crowley is your arch-enemy. He's the leader of the "Brotherhood of Hecate," and those guys are never up to any good.

"Get back, hell-fiend!" The streets and buildings look amazingly good, and totally realistic.

LOOK AROUND

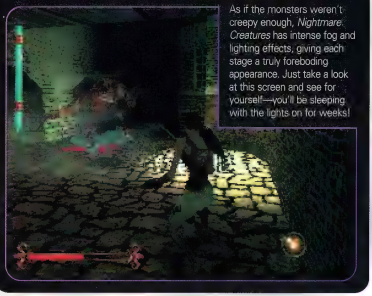
Nightmare Creatures has lots of places to explore and secrets to find.

Be careful where you poke your nose, though—it might get bit off!

You can uncover items and power-ups by smashing up stuff.

KILLER AMBIANCE

As if the monsters weren't creepy enough, *Nightmare Creatures* has intense fog and lighting effects, giving each stage a truly foreboding appearance. Just take a look at this screen and see for yourself—you'll be sleeping with the lights on for weeks!



No, Ignatius isn't crying over spilled blood—as a priest, he starts praying when his health reaches a critical level. It's just an idle animation though, so don't expect him to heal any wounds.

The monsters aren't just incredibly creepy, they're super-huge, as well! Just wait until you turn a corner and one of 'em catches you by surprise...

BRING 'EM ON!

This game ain't for the squeamish, 'cause those monsters die messy.

The monsters are persistent, to say the least. Case in point: this zombie, lobbing off its head results in a lot of tossed...

...But doesn't stop its advance! Yikes!

A good solid hit from Ignatius' staff will stop it, though. That one's out of the park!

NUCLEAR STRIKE

The Strike team returns with the latest chapter in the ongoing fight against international terrorism

Soviet Strike, the fourth game in Electronic Arts' superb *Strike* series, deftly blended action and solid graphics with strategy and resource management. *Nuclear Strike* returns to the same formula. While it doesn't stray too far from the original's mark, it does offer enough new elements to warrant your excitement.

Ah, sweet destruction!

First and foremost, *Nuclear Strike* lets you pilot more than just helicopters. Sure, you've got your choice of choppers—but you've also got a hovercraft, tanks, and even a vertical take-off Harrier. The vehicles are placed strategically throughout the missions, but you can call your trusty chopper back once you're done.

Again, AI plays a huge role in the game, with the battlefield carrying on around you even when you're not there to watch it happen. If you don't carry out your assigned missions in the correct order and time, those hostages may be executed or that convoy may not make it. It's this beat-the-clock aspect of the game that makes it so compelling, and so hard to put down.

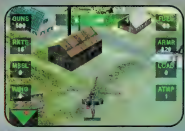
With its huge levels and tough missions, *Nuclear Strike* looks to appeal to anyone who loved *Soviet Strike*.

Know the intricacies of your map. It tells you where your precious fuel and ammo is, as well as all your strike points.

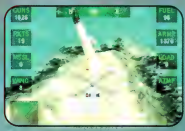
The attention to detail, right down to the decoration of the courtyard tiles, is staggering.

As time passes, day turns to night. The battlefield actually seems to come alive sometimes.

You're not confined to just choppers anymore. Transfer to this hovercraft and take to the seas.



The textures and general layout are almost identical to the first, which isn't necessarily a bad thing.



The destruction animations have been punched up with toppling towers and splintering barracks.

UNOBTRUSIVE FMV

If used correctly, FMV isn't always a bad thing. Like *Soviet Strike* before it, *Nuclear Strike* makes excellent use of its unobtrusive FMV segments, furthering the plot artistically and stylishly.

FMV shows up in the mission updates. It features some pretty wild computer graphics and other special effects.

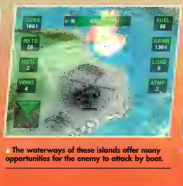
The story is also updated via news reports from the heart of the action. Careful, though—if quick "MTV-style" cuts make you seasick, you may lose your lunch.

No, the FMV isn't hard to watch at all, especially when it's this good-looking (the video quality, that is, not the woman!).

RUN THROUGH THE JUNGLE—AND TO THE CITY!

Not all of *Nuclear Strike* takes place in the jungles. Sure, some of it has you terraforming Southeast Asia, but you'll also get to cruise through the cities of Korea. Keep an eye out for the pseudo-Communist billboards!

The jungles look like you'd expect them to—all lush and green, with realistic terrain.



The waterways of these islands offer many opportunities for the enemy to attack by boat.

Be sure to take in the lovely sites of South Korea before you reduce it to rubble.

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RAY TRACERS

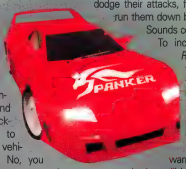
Forget the finish line, it's ramming-speed full ahead!

▶ The bosses, like this chopper, can be hard to nail down if you don't save your nitros.

◀ Hit a car at top speed and you'll be awarded with a beautiful explosion. Don't you wish you could do this in other race games?

If you take the demolition elements of *Destruction Derby*, and combine them with the solid racing elements of *Ridge Racer*, you'll come up with *Ray Tracers*.

The premise is pretty simple—you race through six different courses, which include everything from highways and underground tunnels to sewers and mountainous backroads, as you try to destroy any enemy vehicles you encounter. No, you don't get any fancy lasers or guns in this game. Just slam on the gas and swerve into stuff as hard as you can!



To further challenge your ramming skills, each course features an end boss that you must destroy to progress to the next stage. Ranging from armored tanks to military helicopters, these bosses will throw everything at you but the kitchen sink. You'll need to dodge their attacks, fire up the nitro, and run them down before time runs out.

Sounds cool, doesn't it?

To increase replay value, *Ray Tracers* features four initially selectable vehicles, plus a hidden one. Each specializes in a different area, such as acceleration or attack strength, so you'll want to choose the vehicle that will best compliment your own unique driving style. And if you ever get tired of smashing stuff up, you can switch over to the time-attack mode, which lets you race another computer-controlled car one-on-one.

The mixture of combat elements with a solid racing engine could do wonders for *Ray Tracers*, and it should hopefully provide fans with a unique alternative to the wide array of racing titles already out there.

The Four Racers

All the characters have their own cars and driving abilities. They also have really funky names that don't seem to have any purpose but to make you laugh.

Cool Cars

Ray Tracers lets you choose from four different cars at first, and eventually you'll get a fifth, hidden auto.

Lynx favors handling over top speed. You'll want to use it for more precise driving. Asuka mans the wheel.

If you just want to drive around and smash into things, then Hawk is just the car for you. Sleetel is the driver.

Spanker is an all-around good car, and great for beginners. J-Lang is its owner—he's one smooth operator.

The Buffalo car is a monster. It's slow, but nothing is going to stop it. This one's built for damage! The driver's name is Bloody.

Rules of the Road

Three major features play a big part in setting *Ray Tracers* apart from the rest:

▲ The road is packed with obstacles that give extra points if you smash 'em.

▲ At the end of each mission, you'll face basses such as these tanks.

▲ For a burst of speed, hit the nitro. Careful, you only have a short supply...

▲ The lighting is well-done, and is demonstrated well in this tunnel. Actually, this picture kind of reminds us of *Ridge Racer*...

▲ Most of the tracks have sharp turns, so mastering the power-slide is a definite must. Once you get the hang of it, it's a blast!

Publisher Capcom
Developer Capcom

Release Date September
Type Fighting

▲ A Capcom trademark, the character animations are nice and super-smooth.

▲ If the Captain throws his shield and isn't there when it comes back, he can lose it. No problem though, simply walk over to it and he'll pick it back up.

▲ If you're a comic book fan, chances are you grew up arguing over who would beat who if the superheroes decided to go at it. Now you can find out!

MARVEL SUPERHEROES

Haven't you always wanted to play the role of your favorite Marvel Superhero?

Popular in the arcades, *Marvel Superheroes* is finally being ported to the PlayStation. The game has 10 main characters, ranging from the Amazing Spider-Man to the Unstoppable Juggernaut, and all are beautifully animated. It looks like a few frames were left out due the PlayStation's memory constraints, but the game still looks and plays extremely similar to the arcade version.

Capcom used the same basic engine that was in *X-Men: COTA*, so super jumps and interactive backgrounds will carry over to this version. To provide *MSH* with an even greater depth of play, the combo system has been slightly enhanced, as well.

Capcom has a long tradition of quality fighting games, and *Marvel Superheroes* looks to be no exception. We'll definitely be keeping our eyes on this one.

▲ The combo system is fast, furious, and full of flash.

▲ Man, the Capcom character artists are amazing!

▲ "Super Jumps" make for lots of air combat.

▲ Sorry Cap, but the Hulk should smash you.

▲ While the select menu is not yet complete, you can get an idea of who will be playable. Hmm, secret characters...?

▲ What would a Capcom fighting game be without any throws? Spider-Man is giving Wolverine his own "Fastball Special"!

▲ Look at how huge these guys are! *MSH* features some of the biggest sprites ever in a fighting game.

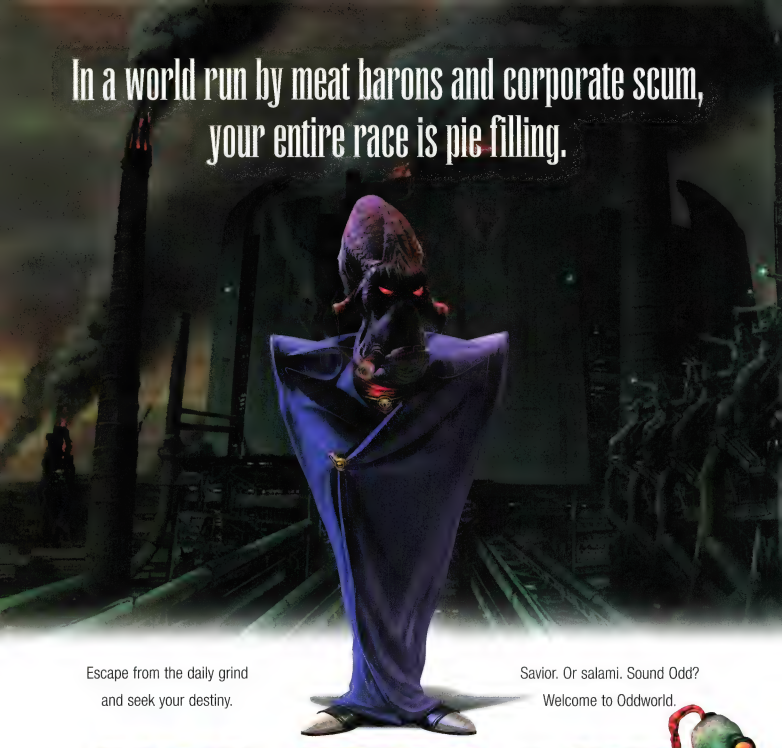
Dig Those Powers!

What good is a superhero without his super powers? Even though the characters don't work exactly like their comic book counterparts, each one has similar-type special moves.

▲ Spider-Man always relies on his trusty web shooters to get him out of a bind. *THWIPP, THWIPP!*

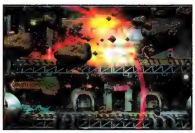
▲ Repulsers are an Iron Man's best friend. Use them to knock your opponents away. *BLAM, BLAM!*

In a world run by meat barons and corporate scum, your entire race is pie filling.

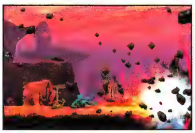


Escape from the daily grind and seek your destiny.

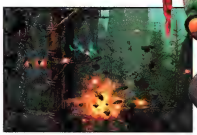
Savior. Or salami. Sound Odd? Welcome to Oddworld.



ow!



owww!



OWWWWWW!!!

A.L.I.V.E.
Aware Lifeforms In Virtual Entertainment

PlayStation

TEEN
AGES 13+
ANIMATED BLOOD
ESRB

Strategy Guide available from
GW Press

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Publisher ASC Games
Developer Visual Concepts

Release Date November
Type Action/Shooter

ONE

Extreme explosions, special effects, and maximum carnage

◀ If you build up your Rage Meter to the max, you can let off some steam with a mega "kill everyone" blast of raw energy. It gets the job done, and fast!

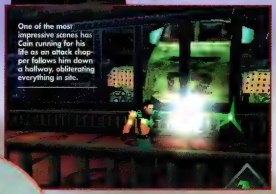
◀ John Cain, ready for action. Either this guy is really full of rage, or he's really full of beans. Either way, he is a man to be feared.

Exactly 40 years into the future, John Cain wakes up with no memories, and with his left arm replaced by a metal cannon. Ouch, what a way to start the day! John is understandably very upset. It's his rage that pushes him forward, making him destroy everything in his path while he tries to learn anything of his past. This lone, driving emotion is what gives the game its name.

You'll take Cain through a series of five huge, fast-paced levels. The action has some 3D platform elements, but the gameplay will mostly consist of running as fast as you can while trying to kill everybody in sight. Cain has a huge arsenal of moves, including rolls, flips, hanging, climbing, sliding, and double-jumps. A variety of destructive toys will also be added to his list of weapons as he progresses, like flamethrowers and missile launchers.

The most innovative part of the game will be the "Rage Meter," which replaces the traditional health bar. The more you destroy, the more "rage" you gain, and you get more powerful abilities.

Despite this new twist, *One* is really just a traditional blast-'em-up taken to the extreme. If you're a hard-core adrenaline junkie, then keep both eyes on this one. Hopefully, we'll be able to give you a review next month.

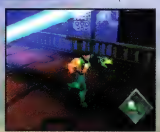


One of the most impressive scenes has Cain running for his life as an attack chopper follows him down a hallway, obliterating everything in site.

BLAST-'O-RAMA

▼ The chopper fires like mad and blows *everything* up!

Everywhere you turn in this game, stuff just blows up all over the place!

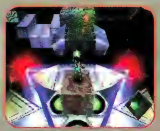


▶ If Cain doesn't keep running, he'll get nailed by either the lasers or falling debris!

John Cain is a man of many talents, as you can see in this screen where he races along a zip line, firing away at bad guys the whole time.

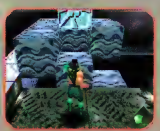
▶ In the Metropolis level, you'll have to hone both your shooting and platform-jumping skills to fend off enemies and leap between buildings.

▲ As the action moves forward, the camera will spin to give you the best view.



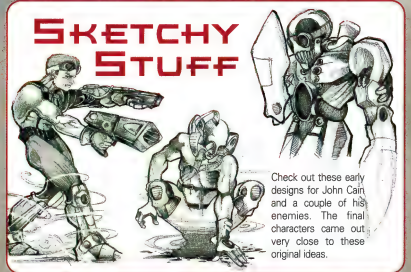
▲ The Lab is a pretty psychedelic area, with trippy lights and funky platforms.

▲ After blowing away about a zillion bad guys, you'll confront a boss in each level.



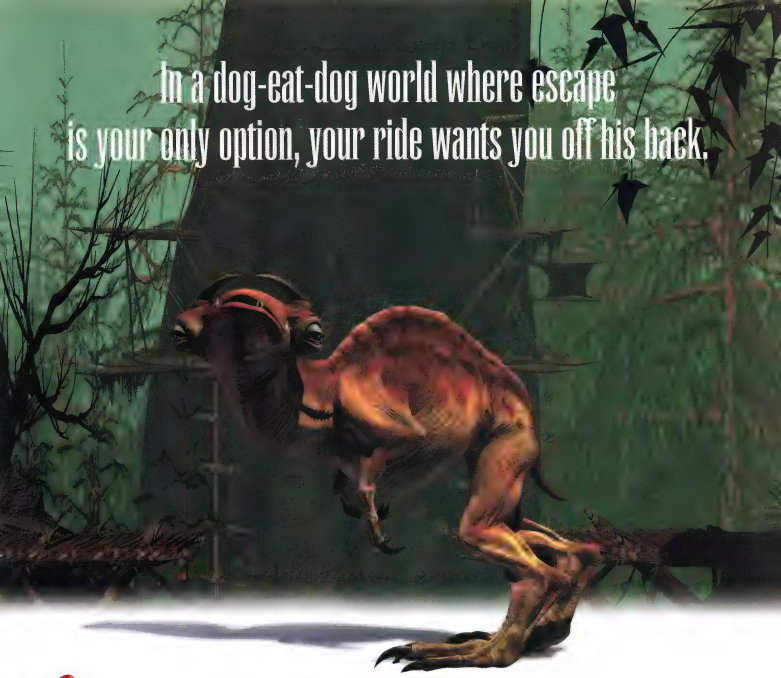
▲ One features a healthy supply of platform-jumping elements, as well.

SKETCHY STUFF



Check out these early designs for John Cain and a couple of his enemies. The final characters came out very close to these original ideas.

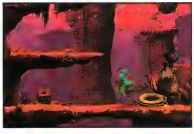
In a dog-eat-dog world where escape is your only option, your ride wants you off his back.



Enemies that sleep. A hero that chants, and an untrusty steed that's a pain in the butt.

Sound Odd? Welcome to Oddworld.

need a ride?



giddy-up.

hold on to your loincloth!

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Publisher Sony CEA
Developer Front Software

Release Date October
Type Mech Combat

ARMORED CORE

Build and pilot your own customized mech!

With an unprecedented number of ways to customize your mech, and designs by Shoji Kawamori (of *Macross* fame), *Armored Core* may just be the best mech combat game ever.

AC features a large variety of missions, ranging from protecting military convoys to destroying enemy bases. As you finish each mission successfully, you will earn money that can be used to upgrade your mech—this is where the game really shines.

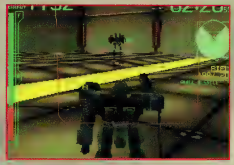
The customization mode in *AC* is second to none. Gamers will be able to build a completely original mech, designed to their liking. Choose whatever head, torso, arms, and legs you want and combine it with your own paint scheme or personal logo. As if that wasn't enough, *Armored Core* also features an extremely impressive two-player combat mode. You and a friend can do split-screen battle to see who's mech is really the best. The fighting areas in *AC* are also large and extremely detailed.

Armored Core seems to have it all and then some. It's about time that a game like this was developed, and you can be sure that you'll be hearing more about it here at PSM in the coming months.

◄ **With designs by Shoji Kawamori and customizing options up the wazoo, *Armored Core* is the best in mech gaming.**

▲ **Hiding is a crucial tactic, as it can help you out in a heated battle. Use the buildings to your advantage!**

▼ **Using your thrusters, you can jump very long distances, and even fly for a limited time, to really get the drop on your opponent.**



▲ **Before any missions become available, you must first complete the training session.**

MAKE YOUR MECH

Before any combat can begin, you must design an entire mech from scratch.

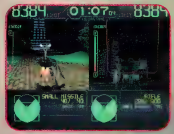
▲ **When you first start, you'll put together a mech with parts from the shop. As you earn money, you can come back and upgrade.**

▲ **Next, it's off to the garage, where you can piece all the various parts together.**

▲ **Finally, you can give your mech a unique paint job, and even design an original logo.**

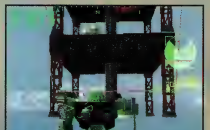
DUAL COMBAT

Armored Core features both split-screen and link-up modes for loads of two-player fun. Get linked now, dang it!



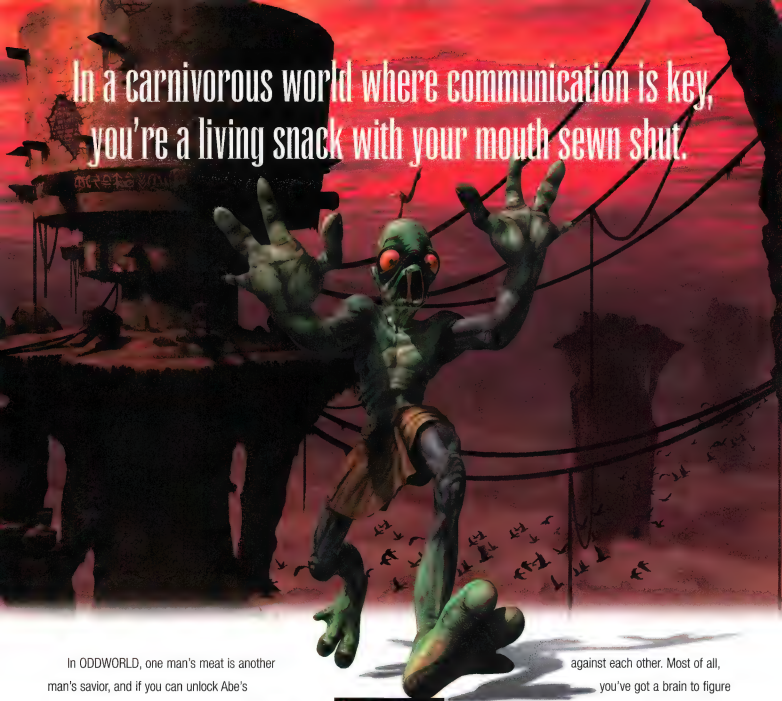
▲ **Fight against a friend in the split-screen battle mode.**

▲ **In *Armored Core's* link-up mode, both players have their own screens.**



◄ ***Armored Core's* variety of settings includes cities, buildings, and the ocean. Here, your target is this drilling platform.**

▼ **The AI in this game is extremely smart—it constantly tries to surround you.**



In ODDWORLD, one man's meat is another man's savior, and if you can unlock Abe's uncanny powers you're well on your way to saving your bacon.

For instance, you can talk. No, really talk. Communicate. Whistle. Fart. The whole nine yards. And you can possess crabby killers and set them against each other. Most of all, you've got a brain to figure out what drives your freakish foes.

ODDWORLD is stuffed with a smorgasbord of bad behavior, baking you in a surreal, sensory overload of pure gaming.

So trust in Odd, or get on the grill.

ODDWORLD: ABE'S ODDYSEE

GAMING GETS ODD SEPT 19

A.L.I.V.E.
Aware Lifeforms In Virtual Entertainment

PlayStation

TEEN
AGES 13+
ESRB

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Publisher Capcom
Developer Arika

Release Date November
Type Fighting

STREET FIGHTER EX PLUS

***Street Fighter* has finally gone 3D, and from what we've seen, it's awesome!**

Since the release of *Street Fighter 2*, Capcom has established itself as the leading developer of 2D fighting games. Wanting to dominate the 3D market as well, it had to develop a new type of *Street Fighter*. Titled *Street Fighter EX Plus*, this marks the first *SF* game to feature polygonal characters.

Most of your favorites return, including Ryu, Chun Li, and Guile, and they've brought along a host of cool newcomers such as D. Dark, Hokuto, and Skullomania. The game has over 23 characters in all, including seven hidden ones.

Aside from the 3D character designs, *EX Plus* also features some rather innovative gameplay elements. A Guardbreak move has been included, which you can use to penetrate through any block. Hit your opponents with it and they will stagger back, allowing you time to pull off a devastating combo. Another new feature is the redesigned fighting system. Much like in *Street Fighter 3*, characters can interrupt a special move with a super combo move. For example, Ryu can perform a regular fireball, followed immediately by a super fireball. With so many possibilities, you can come up with some spectacular combos. All the standard extras are here as well, including a much-needed Practice and Expert Training mode.

EX Plus just may be one of the best *Street Fighter* games ever, and it will certainly please fans looking for something a little bit different.

Both Dahlsim and Skura have been added to the PlayStation version!

▲ *EX* fills the disc with loads of new characters, most of which are really good additions.

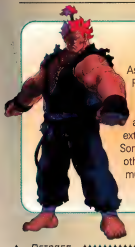
◀ Chun Li fans rejoice—*EX* features plenty of new women!

▲ "And this is for what you did to my partner!" Guile's Air Throw is one mean move.

▲ Some of the new characters, such as Skullomania here, are just plain bizarre.

▲ "Get over here!" D. Dark is one of the more interesting new guys.

THE MANY MODES OF COMBAT



As with many of the PlayStation's top arcade-to-home fighting game translations, *EX* has added a whole slew of extra modes and options. Some are standard, but others are secret and must be earned.

▲ The Team Battle mode lets you choose up to five characters for tag-team action.

▲ Perfect all of those hard-to-do moves and combos in the Training mode.

▲ One of the last secrets you'll find, the Barrel Stage, is a blast from the past!

Innovative New Combo System

Capcom always seems to introduce a new, innovative gameplay element with each successive release in the *Street Fighter* series. In *EX Plus*, Capcom's innovation lies in the revamped combo system.

▲ Allen throws a standard fireball at his opponent. If it hits, then you can cancel into a Super Combo move...

...Such as this Triple Break. And get this—you can even cancel that move into yet another Super Combo if you want!

▲ Guile's back, and he's brought his Sonic Booms with him!

▲ Ryu vs. Ken has always been the ultimate face-off.

▲ Guard-breaks work great against all those pesky players that like to keep blocking all of the time.

▲ Batter up! C. Jack gives Garuda a batting lesson and knocks him out of the park. Yep, that looks painful.

▲ Trips, reversals, and counters are now commonplace, adding depth.

▼ While Darun is also a wrestler, he doesn't seem to have many useful moves like Zangief's Double Lariat.

Secret Characters

Capcom has packed a huge roster into *EX Plus*, including 8 total "secrets."

Akuma is one of *SF*'s most popular hidden characters, and he's back for more.

Evil Ryu first appeared in *SF Alpha 2*, and has much in common with Akuma.

Evil-Hakuto plays the same as regular Hakuto, except for a few special moves.

M. Bison—this is the CPU version, and takes less damage than the standard one.

Garuda—this version is simply a bit stronger and a bit faster than the original one.

Mystery Man has moves from almost every other character in the game.

Cyclaid Gamma resembles a wire-frame, and plays a lot like his partner, Beta.

▶ Brand-new backgrounds were created, featuring exotic new locales.

▲ PSM 1997 ▲▲▲

Publisher Acclaim
Developer Acclaim
Release Date October
Type Action

BATMAN AND ROBIN

Disappointed in the *Batman* titles so far? *Batman and Robin* is looking to change all that....

Batman has had a rough run in videogames for several years now. Previous titles featuring the Dark Knight were generally derivative side-scrollers that had him working his way through dull adventures, kicking and punching anything that came toward him.

Batman and Robin promises to leave those uninspired platform titles far behind. In fact, this is the first time the world's greatest detective actually gets to do what he does best—detective work.

The title is set in a full 3D world, with events that take place in real time—if Batman takes too much time to solve a crime on one section of the city, he might miss another one. Eventually the Dynamic Duo run into Poison Ivy and Mr. Freeze, and it gets tough. There are several intriguing new weapons for you to use. For instance, the Chopping Blade launcher fires sharp blades that cut through Poison Ivy's evil shrubbery, and a Polar Assault Missile is perfect against Mr. Freeze's minions.

With these new options and a fully-3D Gotham to explore, Acclaim may just have its hands on the first *Batman* title worth bragging about.

▲ The best way to catch criminals is to hang out on rooftops and wait.

▲ Hey, these guys weren't in the movie! Ah, staying true to the film probably wouldn't be a good idea, anyway.

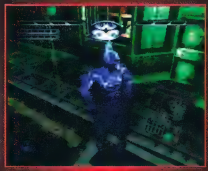
The Caped Crusaders, together again for yet another movie-based Acclaim videogame.

◀ Colorful sets and cheesy villains... come to think of it, Adam West might have been better suited for this movie than George Clooney.

◀ "Now where did I park the car?" The Batcave is where you can do some of your best detective work.

PICTURE PERFECT

To make the game look more like the movie, Acclaim got the license to use the likenesses of the actors themselves in the game's graphics.



▲ No doubt about it, Batman has George Clooney's unmistakable chin and the film's funky rubber batsuit.

▲ The Boy Wonder even has the same haircut as Chris O'Donnell, his movie counterpart. This is too weird!

IS THIS THE MOVIE?

At a quick glance, you may mistake some parts of the game for the real movie, since most of the graphics are taken straight from the film.

▲ Batman's animations are still early, but they are looking good and very life-like. At first the developers had problems with the capes; thankfully, it will be included.

▲ The big fight—Batman versus Mr. Freeze. Hopefully, Acclaim will spare us the "icy" one-liners.

When the first *Pandemonium* came out, it followed the adventures of a young girl named Nikki and a half-insane jester named Fargus. In *Pandemonium 2*, the clown is still half-insane. Nikki, however, is all grown up, with all new powers and an entirely different, more "shapely" look.

The graphics are grown up as well, featuring wilder worlds and more lively action. Crystal Dynamics gave the characters fast-moving, high-jumping powers, then set them in new brightly colored, multi-level worlds. Once again, the characters can only move along a set path. This is actually helpful, as each level twists and turns so sharply that it would be near impossible to stay on course otherwise.

Fargus can now use his "clown-head on a stick" as a projectile weapon, and Nikki has a new double-jump that lets her leap over even the most difficult obstacles. Nikki has also mastered the use of fire in some attacks. However, when her imbalanced compatriot tries the same, he ends up lighting himself ablaze.

Other than the more colorful levels and more developed characters, the game plays pretty much like the first. The question that will face this title is whether or not the changes are enough to draw players back into the world of *Pandemonium*.

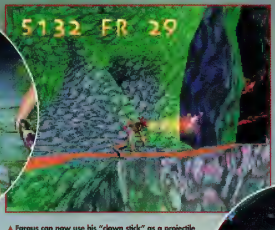
▲▼ Although at first glance the game is much like the first, new elements have been added.

▲ Um, Nikki, just what kind of "Action" game is this, anyway?

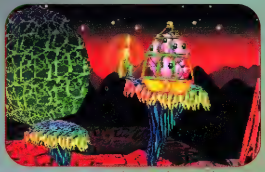
PANDEMONIUM 2

Crystal Dynamics' platform title has done some growing up!

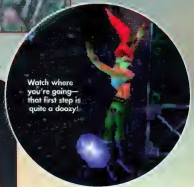
▶ Um, yeah. Redesign or no redesign, I'll still take Nikki over the clown.

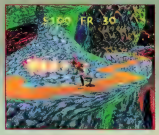


▲ Fargus can now use his "clown stick" as a projectile weapon, for whacking those distant enemies.



▲ These cute pink creatures always seem to be getting themselves captured.





▲ Much of the game takes place on fast-moving and wildly twisting tracks.

SAME CHARACTERS, NEW LOOK

Crystal dynamics is trying to add a little spice to *P2* by "developing" the characters, and jazzing them up a bit.

▲ Nikki has grown up to look suspiciously like Lara Croft. Hey, I don't hear any complaints!

▲ Both Nikki and Fargus have all new looks in this game—but will anyone pick the jester?

▲ The new landscapes go from boing trippy to just plain bizarre. Weird stuff, man.

▲ You have to watch out for traps, like these giant pillars waiting to squish you.

99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
98 bullet-riddled bodies on the wall.
98 bullet-riddled bodies...

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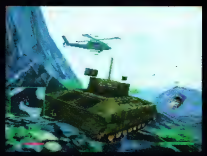

Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over boulders and ripping through streams. The joyous feeling of riding and guiding your missiles straight into enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head combat. You better fasten your military-issue seat belts, you're in for the adrenaline rush of your life.

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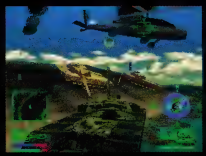

TEEN
T
ESRB

SONY

PSYGNOSIS

STEEL REIGN

Everything Vegas. In a box.

All the grandeur of the Golden Nugget casino.

Try your luck at Double Diamond slots.

Experience the thrill of Baccarat.

Solve a mystery starring Adam West.

It seems elegance, excitement, and 16 games of chance can actually fit inside one video game. That's right, finally a casino game has been created for the Sony PlayStation game console. Luckily that game is the Golden Nugget, featured in its opulent brass and marble environment. Saunter into this virtual Las Vegas casino, and play BlackJack, Craps, 7 Card Stud and more. And play them all with the odds and payoffs you'd really have in Vegas. You'll also get to solve a mystery with Adam West. From your living room, no less. It's just part of the privilege of owning Vegas, the one in the convenient take-home size.

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PlayStation

KIDS TO ADULTS

ESRB

Ghost in the Shell

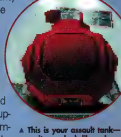
THQ's new anime shooter will have you climbing the walls in no time!

◀ See, in the future, society has evolved and people just don't wear pants any more.

Ghost in the Shell is based on the popular anime feature by the same name. The characters in the title were created by Masamune Shurow, and are introduced here in feature-quality FMV cinemas. The story is set in a futuristic world where technology has run rampant. This technological boom has given criminals a powerful means to achieve their goals, and the only thing standing in their way is a well-armed security force. As a member of the force, you pilot a spider-like, one-person tank.

▼ "Hi, I'm Motoko Kusanagi. My job is to look pretty during FMV."

Several things separate this game from other shooters. First of all, you can climb walls and ceilings. This feature is supported by excellent 3D camera work. A clever game design switches the action to first-person mode in combat, and also when you back your tank up to an object that would block the camera. This avoids untimely camera movement during action, and always keeps the target dead in your sights.



▲ This is your assault tank—sure, it may look like a bug, but it packs a big whallop!

Even with the game's good graphics, it's *Ghost In The Shell's* playability that should set it apart from the rest. With its well-designed missions, solid control, and beautiful anime art style, *GITS* will be quite a treat for PlayStation owners when it hits U.S. shores in October.

Simply Stunning

The anime cut scenes are done with all the flair of a feature film.

▲ *Ghost in the Shell's* intro is full of nice and juicy close-ups of the lead girl.

▲ In the opening scene, this tank completely demolishes a beautiful house.

▼ You can get a good angle on airborne attackers by clinging to the side of a building.

Practice, Practice

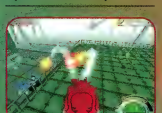
Ghost in the Shell includes a training mode to prepare you for the upcoming battles. Here you can hone your combat skills, and even see some bonus FMV!

▲ The game's training mode teaches you to fight quickly and efficiently. Also, the better you do, the better the FMV reward at the end of your session.

▲ Multiple target missile launches is one of the most important tactics in the game. This is an invaluable skill, since you'll end up surrounded many times.

▲ An advanced targeting system locks on to your enemies automatically.

▲ Does this look odd somehow? This picture isn't upside-down—the tank is.



▲ Firing down from rooftops will protect you from enemy counterfire.

▲ The tank can even climb on the sides of walls, giving you full 3D movement.

Publisher Psygnosis
Developer Bizarre Creations
Release Date September
Type Racing

Formula 1
Championship Edition

The super-realistic racer is back, with loads more horsepower!

The first *Formula 1* was easily one of the most realistic racing games available for the PlayStation. It seemed to have all the features a gamer could ever hope for, and more. Well, Psygnosis has taken the game back to the drawing board and enhanced it for the '97 racing season.

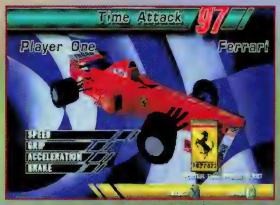
Aside from all the new stats and drivers, gamers will probably first notice a vast improvement in the graphics and frame rate. The game now runs at a much higher resolution, so all the tracks and cars look extremely sharp and clear. Weather and lighting effects have all been refined, as have the camera angles, in an effort to provide an even more realistic racing experience.

If any complaints could be made about the first game, it would have to be that handling the race cars took some getting used to. With the addition of a more forgiving arcade mode, this is should no longer be a problem. Gamers can now jump straight into the race if they choose to, without having to go through a long list of options.

Simulation fans need not worry either, as Psygnosis has built upon the existing Grand-Prix mode and made it even better. Virtually every aspect of the game can now be adjusted, ranging from steering assistance to suspension resistance. A track tutorial has even been provided to walk gamers through the more difficult options.

It looks like *Formula 1 Championship Edition* has something for everyone. If the gameplay is as solid and the AI as balanced as the first game, then the sequel could easily make it to the top of this year's racing circuit.

▶ You can now choose from 12 teams, and each has its own specific racing style.



◀ Even with the improved graphics and higher frame rate, *Formula 1 Championship Edition* will still allow you to race against a full field of 21 other tough competitors.

▲ New real-life physics cause your car to bounce into the air when hit, so the action is even more spectacular!

▲ *Formula 1 Championship Edition* features all the latest stats, cars, and drivers for unbeatable realism.

▲ Like in real racing, drivers may find it difficult to get back on the track after sliding off of the road.

▲ A much-needed split-screen mode is now available, which makes multiplayer gaming so much easier.

▲ Little details, such as the helicopter sitting off to the right, give each track a higher level of realism.

Eat My Dust!

The little details are what make *Formula 1 Championship Edition* so realistic, with cool new graphic additions like the transparent dust clouds and skid marks.

▲ As if the action wasn't already realistic enough, you'll really feel those skids when you lay down a patch of tire rubber!

◀ The game will have you coughing like crazy when you see the realistic dust clouds that appear when you spin out!

NHL '98

New additions and a better engine promise a return to glory for EA

The 32-bit life of this outstanding series has been less than stellar, but all could be well if EA can return to form this year. The fate of the *NHL* series now rests in the capable hands of the hockey fanatics at EA Canada, which finally gets a shot at the PlayStation version after creating last year's outstanding PC product.

The game is still in true 3D, but the entire engine was thrown out for a new, better, and faster one. Suffice it to say, *NHL '98* has a much better "feel," not to mention more speed and fun. Another big addition for *'98* are the now-standard coaching options that let players set up standard NHL offenses and defenses.

The usual style is being put into the presentation to ensure that *NHL '98* will be one of the most complete packages out there. The return of the one-timers and high-speed gameplay makes *NHL '98* the best since *'95*, and if the developers can finish off this game nicely, it could be the best *NHL* ever. Now that's saying something!

▼ Timely flashing of stats gives the whole game a TV presentation.

▲ When you get up close, make sure you check out the detailed uniform textures.

▲ With every stat imaginable, *NHL '98* is perfectly suited for the real die-hard hockey fans.

▲ Dramatic camera work really helps put you right into the middle of the action.

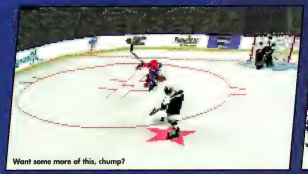
▶ The classic one-timers are back, and they feel just as good as they did in the old16-bit days.

Take that!

...and that!

Hurt Me!

NHL '98 features a powerful checking engine that sends players are stumbles, faceplants, or right into the seats!



Want some more of this, chump?

Kapow!

It just ain't hockey if people don't mix it up!

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An innovative interface provides precise control of passes and kicks.

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"There is so much more in my game... so get a move-on and check it out for yourself!"
– Jimmy Johnson

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OFFICIALLY LICENSED NFL PRODUCT

PlayStation

developed by PADDED CELL STUDIOS

RATED BY ESRB

VR SPORTS

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Back-to-Back Super Bowl Championships
Four-Time NFL "Coach of the Year"
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JIMMY JOHNSON'S VR FOOTBALL '98™

Start Taking Notes.
October 1997

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Publisher THQ
Developer Polygon Magic

Release Date October
Type Fighting

Vs.

THQ takes to the streets in this colorful brawler

Developed by Polygon Magic out of Tokyo, *Vs.* is THQ's first original fighting game. At first glance, it has a lot in common with *Tekken*, and even *Virtua Fighter*.

The game has 16 motion-captured characters in all, and each features moves based on real-life fighting styles. The Tae Kwon Do characters emphasize kicks, while the wrestling specialists rely on throws and various holds. Comic artist Kurtis Fujita was hired to give each of the characters a unique look—his final designs are, to say the least, very interesting. Can you think of any other fighting game with a brawling pimp?

Unlike other games of this genre, *Vs.* seems to rely on more of a defensive style, rather than an all-out offensive onslaught. Each character has several reversals and counter-attacks, which you can use quite easily. This adds a whole new level of depth to the gameplay, as you will have to think twice before attacking.

The fighting genre has always been competitive, but *Vs.*—with its smooth 60 fps gameplay, unique characters, and sophisticated fighting system—may pack enough heat to give the big boys a run for their money.

◀ The characters in *Vs.* are very out there. For the record, this pimp is referred to as a "businessman."

▲ Once an opponent is in the air, you can pull off a "juggle-combo" similar to the *Tekken* series.

▲ Another key feature in *Vs.* is the "Guard Break", which will automatically knock your opponent out of his defensive stance. You can follow up this move with a powerful combo.

▶ The ultimate catfight—a schoolgirl versus a cheerleader!

▲ You can fight at the beach, in the 'hood, on a school campus, on playgrounds, in a disco club....

▲ This girl is making a serious fashion statement. Believe it or not, she's based on a real person.

Defensive Is the Key

In a time when fighting games come with 80-hit combos, it's nice to see a title with a slightly different approach. *Vs.* puts more of an emphasis on the defensive side of fighting, which makes the gameplay rather unique. Characters are no longer limited to merely blocking, as you can easily execute reversals, counters, and throws.

▲ If you time it right, you can push your opponents past you, and then attack them from behind—now that's street fightin'!

▲ A dodge button has been implemented into *Vs.* that lets characters side-step incoming attacks and strike back quickly.

▲ Each of the characters have at least one specialized throw each, such as this back-breaker. Looks painful, doesn't it?

▶ This pimp has moves that put Superfly to shame. "Touch my pants and I'll mess you up, fool! I will turn you out! I will cut you!" OK, that's enough with the pimp jokes.

▶ At the request of the guys here at PSM, and with respect for guys everywhere, we will not show you the picture taken after this one.

MOTO RACER GP

FINALLY, a *real* motorcycle racer!

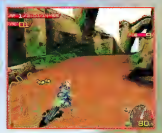
Aside from *Road Rash*, no motorcycle racing game has ever really been available for the PlayStation. This is really surprising, considering how many racing games are out there. Good news, race fans—EA is looking to change all that with the release of *Moto Racer*.

You will be able to choose from two different styles of racing: road and motorcross. The road racing calls for high speeds and tight cornering, while the motorcross requires lower speeds and careful handling. Since precise controls are a must, the game supports the Sony analog controller.

You can race through a large variety of environments, ranging from snowy mountain passes to dusty desert roads. You even get to drive on the Great Wall of China! The game features nine courses in all: four on-road, four off-road, and one bonus track.

To increase *Moto Racer*'s replay value, Delphine loaded up on options. Players will choose from two different types of bikes and several modes of play, including practice, single race, and two-player split screen. With its large number of tracks and quality graphics, *Moto Racer* looks like a great, refreshing change in a crowded racing genre.

It's amazing how much detail has been put into each of the tracks. Sometimes you just want to slow down, pull over and enjoy the view.



▶ Now this is what I call motor bike racin'—skidding around a dusty, muddy curve at insanely dangerous speeds!

▶ Each bike specializes in a certain area, such as acceleration or grip. Part of the racing strategy is to choose the bike best suited to race on each individual course.

◀ Real-time lighting effects add to the realistic look and atmosphere of the great-looking tracks.

TWO WAYS TO PLAY

As with every other racing game, *Moto Racer* has changeable camera views that you can switch on the fly. Choose the one that best suits you, then hit the road and let 'em have it!

▲ The behind-the-bike view lets you see more of the road, and makes passing other racers that much easier.

▲ If you're looking for the true feeling of speed, switch to the handlebar view. This is also the top choice for sim fans.

▲ Arrows, like this one, will pop up to tell you about sharp turns and other hazards, so be sure to pay close attention.

Track designs can easily make or break a racing game, so Delphine made sure to create some of the best. See for yourself....

▲ The Great Wall of China is certainly one of the coolest tracks you will ever see in a racing game.

▲ Racing in snow can be a dangerous proposition, so be sure to take those corners nice and slow.

▲ The motorcross tracks are full of dips and bumps. Hit a jump at top speed and you can pull off some cool tricks!

AROUND THE WORLD

Publisher Capcom
Developer Capcom

Release Date October
Type Action

MEGA MAN X4

Hot off the success of *Mega Man 8*, Capcom is at it again with another, even bigger, *Mega Man* adventure.

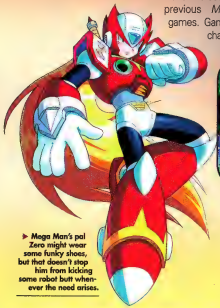
Throughout the ages of 8-bit, 16-bit, and 32-bit games, *Mega Man* has always been a staple icon of quality and top-notch action. Each incarnation of the robotic hero has brought newer and cooler bosses and weapons for fans to discover, and it looks like *X4* will do no different.

Gamers will be able to choose between playing Mega Man or Zero, and the storyline changes depending on which hero you pick. The character's abilities differ, as well. Mega Man has his standard quick-shot, which allows him to attack distant enemies, and Zero has a multi-hit energy whip, which can only be used up close. *X4* pretty much follows the standards set in the previous *Mega Man* games. Gamers will have to challenge eight initial bosses, then a few more after that. Mini-Bosses are also present to give gamers more of a challenge in mid-level.

The game features such varied environments as volcanoes, icy polar regions, and even high-tech trains. Fortunately, not all of your travelling is on foot, as most of the levels are extremely long. Mega Man sports all the latest hardware, from rocket-powered jet skis to mech suits, all to aid him in his journey.

At first glance, *Mega Man X4* certainly looks good enough to keep the franchise thriving. Next up, *Mega Man Neo*—3D action, anyone?

▼ Zillions of games later, *Mega Man* is still going strong. This game focuses on the newer robot, and takes place years after the first series.



▶ *Mega Man's* pal Zero might wear some funky shoes, but that doesn't stop him from kicking some robot butt whenever the need arises.

◀ The Dash maneuver is a technique that has become a regular staple in *Mega Man's* vast arsenal. It's perfect for slipping through tight spots, or for just getting the hell out of the way!

▶ Thanks to the addition of a new power-up weapon, *Mega Man* can target multiple enemies at the same time, which as any *Mega Man* fan will tell you, can be pretty darn useful.

▲ The *Mega Man* bosses just keep getting more bizarre with each game.

SHORTCUTS GALORE!

Several types of shortcuts are hidden in the various levels. Some require you to have specific weapons to discover them, while others merely require a sharp eye.

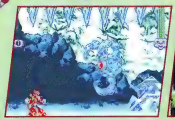
▲ Hey, I just remembered—mechs can walk in hot lava! Now I can check out that path down there....

▲ Zero's powerful blade is good for more than just slicing up the bad guys—it can clear out tunnels, too.

▲ As with *Mega Man 8*, *X4* features an extremely cool animated intro, only it isn't as cute and "kiddie," which is good—we could only take so much of *Mega Man's* "little girl" voice!

As If the Bosses Weren't Enough...

Each level in *Mega Man X4* features some sort of dastardly mini-boss. They normally aren't that tough, as long as you know their weakness.

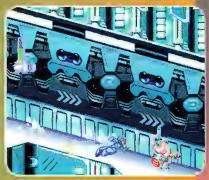


▲ The snow claw mini-boss looks menacing, but you can easily defeat him with some well-placed hits. Watch out for falling icicles!

▲ The ground eater will attempt to knock you into the spikes below, so you have to be sure to keep moving around.

▲ The dragon mini-boss will shoot fireballs at you, as well as smash up the ground you're standing on, so keep moving!

While Rush is not present in *X4*, Mega Man and Zero still have some really cool ways to get around!

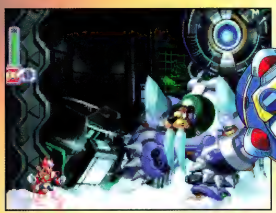


▲ Both Mega Man and Zero have dash moves, which enables them to quickly dodge incoming projectiles.

▲ The standard mech suit lets Zero survive in the lava of the volcano stage.

▲ Travel through land, air, and sea with this high-tech jet ski. It even comes with a life-time guarantee!

▲ Use the blue mech suit to fly around in space. Kind of feels like you're in an episode of Robotech.



▲ *X4* features some of the coolest bosses ever to grace a *Mega Man* title. Hey, where else can you fight a walrus and a mushroom in the same game?

◀ *Mega Man X's* arch-enemy Sigma is back with yet another evil plan to take over the world.

▲ Gamers will travel through a plethora of levels, ranging from futuristic trains to simplistic forests. No matter what you're into, there's something here for everyone.

▲ Wall-climbing is a valuable ability, and it helps you get a bead on those hard-to-reach enemies.

▲ Choose either the Mega Man ("Rockman" in Japan) or Zero. The game plays differently depending on who you choose.

Modes of Transportation

BEAUTY VS BEAST

Modern supercars battle the power of the past!

6 Exotic Tracks San Francisco, England's Lake District, Swiss-Italian Alps, German Autobahn, Kyoto City in Japan, and Washington D.C.

True Driving Physics let you really feel what it's like to be behind the wheel of a '70 Hemi Cuda or Jaguar XJ220!

More ways to race! Challenge the world in Single Race, Ghost Car Mode, World Circuit, Masters Cup and a variety of multi-player tournaments.

Modern supercars:

- Jaguar XJ 220™
- Dodge® Viper GTS
- TVR® Cerbera™
- Chevrolet® Corvette®
- Nissan 300ZX®

Power of the past:

- Shelby Cobra™ 427
- '69 Chevrolet® Corvette® 427
- '70 Chevrolet® Chevelle® SS 454
- '69 Chevrolet® Camaro® ZL1
- '70 Plymouth® Hemi Cuda

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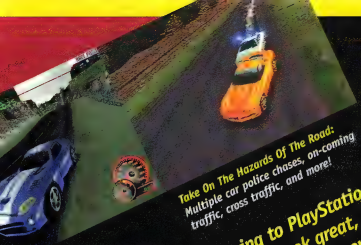

Take On The Hazards Of The Road: Multiple car police chases, on-coming traffic, cross traffic, and more!

"...the best racing game coming to PlayStation this holiday season... the tracks look great, the car models are the best we've ever seen... gameplay and control are peerless"
-PSXtreme

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ACCOLADE

KIDS TO ADULTS
CONTENT RATED BY ESRB

Available November '97 For Sony PlayStation and PC CD-ROM!

Publisher Midway
Developer Visual Concepts

Release Date November
Type Sports

HARDWOOD HEROES

Can Midway hope to compete with the likes of Sony, EA, and Konami?

Sports fans may remember Visual Concepts as one of the premiere EA Sports developers way back in the 16-bit era. Now the company is on its own and hard at work on its first 32-bit hoops game.

If nothing else, *Hardwood Heroes* serves as another blow to Sega's poor Saturn. Visual Concepts is making the same game for Sega—however, it will be the only hoops game on the Saturn, and the graphics are way chunkier.

Hardwood Heroes is a five-on-five basketball simulation that features all the real players (except the usual MIAs: Sir Charles, Michael, and Shaq), teams, and uniforms. The graphics aren't mind-blowing, but they are easily as good as most other basketball games.

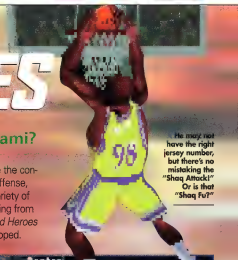
The instant replays put the action close up and in your face!

Beyond good looks, Visual Concepts is trying to take the control and AI to the next level. With more options on offense, you can now back down players and pull off a variety of post moves. This option has been sorely missing from the other b-ball games to date, but *Hardwood Heroes* doesn't pull it off quite as well as we had hoped.

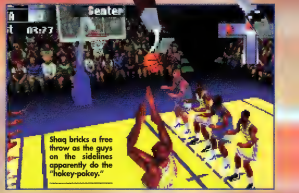
The early version we've been testing has several AI holes, and the animations for jump shots need an awful lot of work. If *Hardwood Heroes* is going to compete with the other top basketball games on the PlayStation, it's definitely going to need a bit more work before its release.

The graphics are pretty good—the court looks amazing! Now if the developers can just get the gameplay right...

▲ You can play from many perspectives.



He may not have the right jersey number, but there's no mistaking the "Shaq Attack!" Or is that "Shaq Fu?"



Shaq bricks a free throw as the guys on the sidelines apparently do the "hokey-pokey."

◀ The players don't look bad—that is, as long as you don't zoom in too close. What's really scary is that some of these guys even have different colored heads!

▶ Hmm...11 years in the league, 6'6", went to school at UNC—this mysterious "1 Guard" sure does sound awfully familiar! Oh well, at least we have the option to pretend that MJ is in here.

DOMINATE THE POST

One of the innovations in *Hardwood Heroes* is being able to back down players in the post, which is something that, unfortunately, no other basketball game has ever spent much time developing.

▲ Turn and back 'im down into the post!

▲ Once you get inside, you can even go for cool moves like this sky-hook.

◀ Flying through the air for a dunk—that's Sean Kemp for you. Unfortunately for Sonics fans, he may not be in that uniform any more by the time the game finally comes out!

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PlayStation

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- GamePro
July 1997

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PlayStation

IT MUST BE IMPORTANT WHEN 22 MEN WILL GO TO WAR OVER A PIECE OF LAND NO WIDER THAN THIS AD.

To a rare few, winning the war means totally dominating the competition.

Miami Dolphins '72
Chicago Bears '85
NFL GameDay '98

NFL GAMEDAY 98

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Publisher Accolade
Developer Pitbull Syndicate

Release Date November
Type Racing

TEST DRIVE 4

The latest model in Accolade's legendary racing series comes fully loaded.

Since the original *Test Drive* in 1987, the series has become the top-selling driving game franchise of all time. The simple premise of racing exotic sports cars on public streets and highways is still a huge draw, and has influenced several of today's other racers, most notably the *Need for Speed* series.

Ten years later, Accolade is rolling out *Test Drive 4: Beauty and the Beast*—and it's for the PlayStation! And even better, the developers, Pitbull Syndicate, are made up of the core developers from the Reflections team. That is the team responsible for the incredible *Destruction Derby 2*.

The game's theme is "Beauty and the Beast," which refers to "beauties"—modern super cars like the 1998 Dodge Viper—or a group of "beasts"—raw power from the past like the 1971 Plymouth "Hemi" Cuda 426. The six incredibly detailed courses are each based on actual roads and locales.

The final product will boast a smoking 30 fps and will be linkable. There will also be a limited two-player mode, in which you will race against a friend's ghost car and time. Unfortunately, no split-screen mode is in the plans for now, but so far, this game still smokes.

Test Drive 4 is every car lover's dream, putting you behind the wheel of today's hottest rides.

Is this a videogame, or a real-life photo? The game's super-detailed graphics will have you guessing.

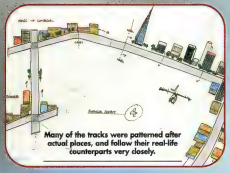
Transparent effects, like rain and smoke, are done perfectly.

The car graphics are some of the best ever seen.

The level of detail is amazing—check out the ski lift!

ANY WAY YOU LIKE IT!

Can you say "multiple cameras?" TD4 has a view for every racer.



Many of the tracks were patterned after actual places, and follow their real-life counterparts very closely.

The buildings in the San Francisco level closely resemble the real thing.

Whoa, that was close! The skid effects are just another awesome detail.

BEASTS

'67 AC Cobra

'71 Plymouth "Hemi" Cuda

Along with disco music, muscle cars ruled the 70s. This is the only PlayStation game that lets you race the '67 AC Cobra and the '71 Plymouth "Hemi" Cuda, plus several other cars from the era.

BEAUTIES

Corbera

'98 Dodge Viper

Here are just a couple of the hot new sports cars that you can take out for a spin in *Test Drive 4*. Along with these, you can also race with the Jaguar XJ 220, the '97 Corvette, and the always fabulous G.T.S-R.

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THE BUG RIDERS

GT Interactive gets weird on us with the most unusual racer ever!

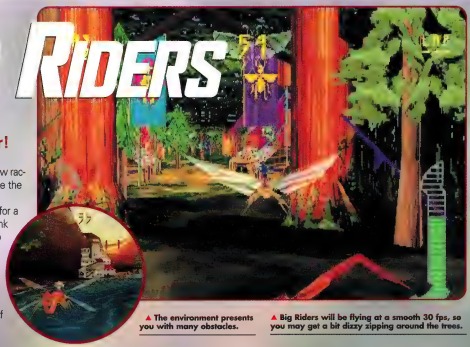
Don't roll out the fly paper just yet—GT Interactive's new racing game may feature nature's nuisances, but despite the icky subject matter, *Bug Riders* looks pretty good so far.

It all goes down like this: The planet Entymion is looking for a new emperor. The current ruler, Emperor Leptus, is on the brink of death, and he must find a successor. However, the job description says that you gotta know how to ride bugs! So to separate the good from the bad, Leptus holds a major event, the Great Race, that will test the abilities of all who enter. Okay, so who really needs a story, anyway? Just race!

Riding a variety of bugs that each possess unique characteristics, you'll buzz through six tracks that cover a variety of world terrains, including violent oceans, sweltering jungles, and even the insides of a castle. Combat will also decide whether or not you're fit for a king, or if you're simply bug food. *Bug Riders* will feature over 22 characters who each possess their own weapons and racing styles.

Another *Bug Riders* innovation is the whip that you use. Much like a horse race, players must whip their bugs to increase speed and performance. But you have to be carful not to whip them too much, as their endurance will decrease. So be nice to the bugs, huh?

With luck, *Bug Riders* will offer a fun and unique alternative to standard racers, so for now, put those fly-swatters and repellents away!



▲ The environment presents you with many obstacles.

▲ Big Riders will be flying at a smooth 30 fps, so you may get a bit dizzy zipping around the trees.

▼ One of *Bug Riders'* key features is its large assortment of unusual characters.

THE BIG RACE

The varied environments in *Bug Riders* will challenge even the most skilled racers...

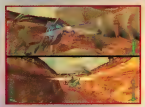
▲ Don't let the pretty sky and beautiful seaside fool you—the ocean level is a toughy!

BATTLIN' BUGS

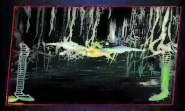
Combat is always fun against the computer, but it can't compare to going head-to-head and beating the bug brains out of a friend!

▲ So far, the standard one-player mode seems to be pretty good...

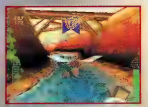
▲ ...But like many race games, the two-player mode is where all the real action is!



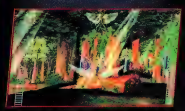
▲ Enjoy some friendly competition via the two-player mode, which uses a horizontal split-screen format to allow for a wider view of the obstacles on the course.



▲ In the swamp, you'll have to keep your eyes glued to the screen to stay on track.



▲ There's more to this game than meets the eye—keep a look out for those crazy shortcuts!

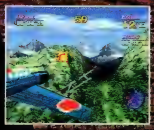


▲ Because of the free-roaming nature of the courses, some of them run through towns.

BRAVO AIR RACE

Anyone can race on the ground.

10 hot planes



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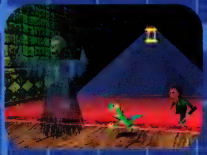

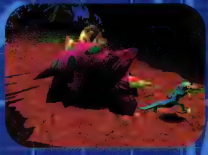

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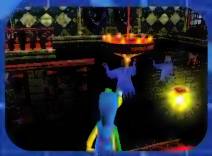
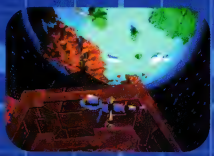
Rebuilt for secret agent action. Gravity-defying wall crawling. Whip-cracking tail-attacks. And multiple disguises. All in a sarcastic, media-dimension parody. Take that, James Bavind, Fredrico Cruger and Mr. Lei (legal weasels require us to be vague).





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CRYSTAL DYNAMICS

All Things Good and Bad that Plug into Your PlayStation, Part 1

Now more than ever, there is a seemingly endless supply of gadgets and accessories to plug into your favorite console. With so many options in the world of PlayStation peripherals, a consumer looking for a simple second controller could get lost—and much worse, spend too much money for a total disappointment. In an effort to sort out the tangle of cords, we searched the land for all things good, poor, and extremely cool for the PlayStation and took a close look at each one. We rated each and every peripheral and looked into the exciting near future of controllers. Think of it as a buying guide, of sorts. This month, we'll cover every control pad and joystick. Next month, we will finish up with flight sticks, steering wheels, light guns, as well as some other things to plug into your PlayStation.

Our reviews are based on input from the entire staff of PSM, and we pull no punches—you get nothing but the straight-up low-down. If a joystick sucks, we'll t you! The first and most important consideration in judging is how the accessory plays. How does it react when you input commands? Also, how does it feel in your hands? Is it well-built, or does it feel like it's going to fall apart after a week of use? Price is also considered, since we understand you want quality at an excellent value. Ingenuity earns a few points with us, as a well conceived product is often the best. Best of all, we picked stand-out products from each genre of peripheral that have the best quality for your bucks.

ACCESSORIZE YOUR PLAYSTATION!

Photo: Aaron Lazar

Licensed or Unlicensed, that Is the Question

Peripherals come in one of two ways: either licensed by Sony or not. What does this mean to the consumer? When a product is licensed, it means Sony has essentially put its seal of approval on it. This guarantees that it will work perfectly with the system. The developers of the peripheral have access to Sony's specs and codes, as well as Sony's help in making a product that's fully compatible with the PlayStation and its games. When something is unlicensed, it means the company that made it went out on its own to come up with a product, and it doesn't have Sony's support. As a result, unlicensed peripherals can have all kinds of problems, since Sony has no way to enforce any type of quality control. This can be a bad thing, but that's not to say all unlicensed peripherals are a bad investment—some are of very high quality, and they can often be the most innovative. For each description below, we've listed whether or not it is licensed—it is something to keep in mind when you start shopping around.

Standard Controllers

Just your basic controllers—no enhancements, no frills. That doesn't mean they can't be exciting. Many types of D-pads serve different styles of play. Each has a different feel in your hands, which can also drastically affect gameplay.

B-Button Controller

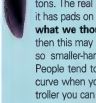
Arista Enterprises • suggested retail price: $11.95 • unlicensed

description: Larger and bulkier compared to the standard Sony controller. The D-pad is disc-shaped, and the cord is very short.

what we thought of it: This pad just doesn't cut it. Its large and awkward shape makes playing your favorite game quite frustrating. The D-pad is a bit flimsy, and it doesn't always do what it's supposed to. And what about that cord? It's as short as a Japanese Sony controller cord (which is tiny). When added up, the problems make for a poor offering.

rating: ○

Alps GamePad



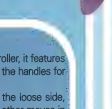
Alps Interactive • suggested retail price: $39.95 • licensed

description: Designed with gamers in mind, it features a large, solid, disc-style D-pad (similar to a Saturn's) and cool teardrop buttons. The real innovation is in the grip. Its design is satisfyingly ergonomic, and it has pads on the bottom of the handles to soak up your sweat.

what we thought of it: If your hands cramp up during long game sessions, then this may be the pad for you. Its sturdy design has the adult hand in mind, so smaller-handed people will probably have trouble reaching the buttons. People tend to either hate or love this controller. There is definitely a learning curve when you first take it home, but the end reward is the best feeling controller you can own. Just be aware that the Alps Pad is kinda pricey—but great if you like living extravagantly.

rating: ○○○○

ASCII Control Pad



company: ASCII Entertainment • suggested retail price: $19.95 • licensed

description: Flat in design, kind of like an Super NES controller with wings. The D-pad is a 360-degree directional disc.

what we thought of it: This is a well-built, solid little controller. It doesn't totally conform to your hand because of its flatness, but it still fits adequately. The D-pad is quick and responsive, but the layout of the narrow shoulder buttons is a little too close.

rating: ○○1/2

Mad Catz Standard Controller

Mad Catz • suggested retail price: $12.99 • unlicensed

description: The same size and shape as the Sony controller, it features a disc-shaped D-pad and little grooves on the bottom of the handles for your fingers.

what we thought of it: The D-pad is on the loose side, which is good for letting off fireballs and other moves in fighting games. For the price, it's hard to beat. It's well built, although not among the sturdiest we tested. The only complaint we have is about the grooves on the bottom—your fingers may not fit comfortably.

rating: ○○○1/2

TOP HONORS

PlayStick

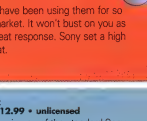
Z-Products • suggested retail price: $6.99 • unlicensed

description: It's a contraption you attach to your standard Sony controller that turns the D-pad into a joystick. It is attached with rubber bands and comes with several interchangeable sticks. If the rubber band ever breaks, Z-products will gladly replace it for a buck fifty.

what we thought of it: For the price, nothing out there enhances gameplay more than this simple, yet brilliant, peripheral. Admittedly, it doesn't work well with fighters, but it's awesome with all other genres. The variety of interchangeable sticks suits several different genres. One is cup-shaped for driving games, and a flat-topped stick is designed for flying and action games. A couple more are included, as well. They only work with the standard Sony controller, which is OK because we all have one. This, more than any other peripheral, is the one to buy. Everyone can afford it, and once it's attached, you will never want to take it off.

rating: ○○○○○

TOP HONORS



Sony Standard Controller

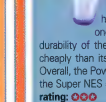
Sony CEA • suggested retail price: $19.99 licensed

description: We all have at least one of these guys. You know the deal—eight buttons and a four-button D-pad. Ergonomic handles fit nicely into the hand.

what we thought of it: Maybe it's because we have been using them for so long now, but this pad is clearly the best in the market. It won't bust on you as easily as the rest of the controllers, and it has great response. Sony set a high standard with this controller. It's a hard one to beat.

rating: ○○○○1/2

PowerPlay PSX Controller



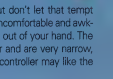
Nyko • suggested retail price: $12.99 • unlicensed

description: Almost the mirror image of the standard Sony controller, the Powerplay features a cross-style D-pad like the Super NES.

what we thought of it: It has a nice weight and feel in your hands, although it is slightly bulky. The D-pad is just like the one found on the Super NES controller, and it works great. The durability of the controller is questionable. It might be made a bit more cheaply than its Sony counterpart, but that is also reflected in the price. Overall, the PowerPlay is a solid choice for the money, especially if you love the Super NES D-pad.

rating: ○○○

The Rock



Nuby • suggested retail price: $9.95 • unlicensed

description: The D-pad on this controller is in the shape of a cross, much like a Super NES controller. It is flatter than a standard Sony controller, and the handles stick out at less of an angle.

what we thought of it: It's easily affordable, but don't let that tempt you. The attempt at an ergonomic design failed. Uncomfortable and awkward, it feels like it's always on the verge of flying out of your hand. The shoulder buttons are way too close to each other and are very narrow, making them hard to hit. Fans of the Super NES controller may like the D-pad, but the original Nintendo cross is better.

rating: ○

Enhanced Controllers

Enhanced controllers are gamepads with special features that affect gameplay. Most popular are the turbo and autofire settings, along with the questionably useful slow-motion switch. Turbo settings make pressing and holding a single button perform the same function as rapidly pressing the button. Autofire allows the same action for hands-free rapid fire. Some pads feature programmability, which lets you assign a combination of complicated button presses to a single button. An enhanced pad with all the extras can be a good choice for a second controller. Here's the scoop on the best and worst out there.

Top Honors

Enhanced ASCII Pad

ASCII Entertainment • suggested retail price: $24.95 • licensed

description: Shaped like a Sony Controller, with a disc-shaped D-pad. Enhancements include turbo and autofire settings and a slow-motion switch.

what we thought of it: If you take a standard Sony controller and add turbo and autofire switches, you will have the Enhanced ASCII pad. Easily built as solidly as its Sony counterpart, it's a good choice for a second controller. The turbo and autofire switches are easy to adjust, and they are effective with the right kinds of games.

rating: ●●●●1/2

Psycho Pad Jr.

ACT Labs • suggested retail price: $19.95
license pending

description: This pad lets you program special moves or complicated button presses into a single button. You can assign simultaneous commands to any of the four action buttons on the front, and assign a series of presses (like a fireball) to the shoulder buttons and the extra D-pad in the center. It has really big action buttons.

what we thought of it: It is comfortable in your hand, but the circular D-pad is a bit too stiff. The programmability feature is fairly easy to use. It lets you program up to five steps to each of the shoulder buttons, and up to 10 steps to the center D-pad—making some ten-hit *Tekken* combos possible with just a button press. If fireballs have always given you trouble, then you may want to look into this pad. It's also cool that your programmed moves are stored automatically to one of four memory banks in the pad, so you can set it up for four different characters or games. Just keep in mind that if you pick this controller up, you will be buying it for the programmability and not for the D-pad.

rating: ●●●

Program Pad

Interact • suggested retail price: $29.99 • unlicensed

description: A clear casing encloses this stylish, programmable controller. You can assign a series of button presses to a single button, and two extra buttons are included solely for this purpose. It also features slow-motion and autofire.

what we thought of it: The pad really feels nice in the hand, better even than the Sony design. The disc-shaped D-pad is adequate, but not exceptional. The programming function is a little complicated, but it's easy enough to master after a bit of study. You can actually program up to 67 commands to one button, making it very useful for long combos. The two extra action buttons are well placed, but it only features autofire, no turbo settings. Although a bit on the pricey side, the well-designed and sturdy Program Pad is still worth a look.

rating: ●●●1/2

Specialized ASCII Pad

ASCII Entertainment • suggested retail price: $29.95 • licensed

description: Same as the ASCII Control Pad, but with turbo and autofire settings for each button and a slow-motion switch.

what we thought of it: The pad has an odd shape, making it a little hard to hold, but the D-pad is very effective. The shoulder buttons are way too thin and close together, making them hard to press accurately. The turbo and autofire work really well for the right kinds of games, and turning the functions on and off is as easy as it gets. Overall, it's an average pad.

rating: ●●1/2

Advanced Controller

Mad Cats • suggested retail price: $17.99 • unlicensed

description: Another pad with grooves for your fingers on the handles and a disc-shaped D-pad. It features the standard enhancements of slow-motion and turbofire, but no autofire.

what we thought of it: We liked it. The D-pad is very loose, making moves easy to pull off, and it is actually better than most of the others out there. Setting the buttons to turbo takes a few steps, but it works well for the right kind of game. The pad is built soundly, but maybe not as resiliently as some of the others. This is still a pad we highly recommend. Plus, it has a great price.

rating: ●●●1/2

Piranha Pad

Interact • suggested retail price: $14.99 • licensed

description: Includes a disc D-pad and finger grooves on the handle. Features turbo, autofire, and slow-motion.

what we thought of it: The pad feels fairly comfortable in your hand, but the D-pad is less than perfect. It's a bit of a struggle to pull off fireballs and other moves because of its stiffness. Another problem is the location of the slow-motion switch on the bottom of the controller—it's easy to accidentally hit while in the middle of some intense action, which can screw up your game. For the price, however, it seems well-built and sturdy. It's a good one to at least check out on the shelves.

rating: ●●1/2

Advanced Controller

High Frequency • suggested retail price: $17.99 • unlicensed

description: This pad comes in all kinds of colors and paint schemes, like a cow pattern and glow in the dark. It features turbo, slow-motion, and a disc-shaped D-pad. The controller itself is shaped like the Sony, with grooves in the handles for your fingers. It's sold exclusively at Toys 'R' Us.

what we thought of it: The colors are fun, and the glow-in-the-dark model captured our attention. The problem is that the quality is just not there. It doesn't feel very solid and is cheaply manufactured. The D-pad is not the most responsive, nor are the action buttons, which may lead to frustrating situations when accuracy is paramount.

You must program the turbo function into each individual button, but it performs acceptably.

rating: ●1/2

PSX Pro Control

Naki • suggested retail price: $12.99 • unlicensed

description: The disc-style D-pad and the action buttons are a little farther apart than the norm, making for a wider controller. It features slow-motion and turbofire.

what we thought of it: Not the most attractive, but still effective. The D-pad is elevated—something to get used to, but it's still nice and loose, making moves easy to pull off. The turbo setting is simple to set up, and the pad feels comfortable. It may be lacking in quality, but overall it's an average pad at a nice price.

rating: ●●●

Rock Master

Nuby • suggested retail price: $17.95 • licensed
release date: October

description: Same shape and size as the Rock standard controller, with turbo, slow-motion, and a pretty light-up display.

what we thought of it: It's the same cruddy controller as the Rock, but with turbo and slow-motion. Just read the Rock review for the whole scoop. It's not the best investment, and others out there are cheaper and better.

rating: ●

TOP HONORS

ASCII Grip

ASCII Entertainment • suggested retail price: $29.95 • licensed

description: A one-handed controller, marketed for RPGs, that fits into your palm. It has a rubber grip on the bottom to keep it from flying out of your hand. The X and ○ buttons are located on the bottom for easy access with the index finger. You can reposition any of the buttons to your own preferences.

what we thought of it: In the last issue, we gave it five stars. The innovative grip leaves one free hand to do other things like take notes, eat, drink, pet the dog, or whatever—without missing a beat of your game. The D-Pad works just as it should, and you can use it in your left or right hand. Get this pad if you're an RPG fan, or if you just want to get other stuff done while you play games. Awesome!

rating: ○○○○○

Sony PSX Ultra Play

Nyko • suggested retail price: $19.99 • unlicensed

description: It has a cross-style D-pad, much like the Super NES controllers, with turbofire and slow-motion functions. Small indicator lights also tell you which buttons are set to turbo.

what we thought of it: If you're a fan of the Super NES controller, you will want to look into this one. Nothing about the pad would hamper gameplay, except for maybe the turbo button on the bottom of the left handle—your fingers are apt to hit it if they slip. It's sound, sturdy, and worth a look.

rating: ○○○

Action Play PSX Controller

Nyko • suggested retail price: $12.99 • unlicensed

description: The handles jut out at less of an angle than the normal Sony controller. The D-pad is very similar to the Saturn's. It features turbo and slow-motion.

what we thought of it: If you love the PlayStation, but you prefer the Saturn's controller, then this pad is for you. Basically a PlayStation controller with the Saturn's D-pad added, it's some kind of crazy hybrid. The turbo function is easy enough to set up, but there isn't an autofire mode. It's a comfortable fit in your hand and is made with quality parts. The D-pad is a little on the loose side, though. This one's a great buy, considering the price.

rating: ○○○1/2

Sony PSX Transplay

Nyko • suggested retail price: $29.99 unlicensed

description: It's a Sony PSX Ultra Play in a clear casing.

what we thought of it: It's the same controller as the Sony PSX Ultra Play (see review on same page). Just remember that you can see through this one, and it's $10 extra.

rating: ○○○

Enhanced Controller

Arista Enterprises • suggested retail price: $15.99 • unlicensed

description: Arista took its wireless controller and added a cord. It features turbo, slow-motion, and a disc-shaped D-pad.

what we thought of it: We think very little of this pad. It still has the space on the back where you would put the batteries in the wireless model. Obviously, not a lot of thought went into the design. It is very uncomfortable in your hand, and the action buttons are too far apart. The shoulder buttons are also a little hard to reach. The D-pad just sucks. Who cares about the turbo when nothing else on the pad has any redeemable qualities?

rating: ○

Wireless Controllers

If you have ever tripped on your controller's cord, pulling your PlayStation to the ground in a crash, then you may want to investigate the purchase of a wireless controller. With one of these, you can play your games from almost anywhere in the room without the tangle of wires that normally protrudes from your system. A wacky thing to do with wireless controllers is to switch your controller to control Player Two instead of Player One when you challenge a friend, allowing you to control his or her movements. Just remember one thing—all wireless controllers take batteries.

TOP HONORS

Wireless Pro Fighter 8

Naki • suggested retail price: $49.99 • unlicensed

description: The only wireless joystick on the market. The stick is batshaped, and it has a turbo setting for the action buttons. Requires four AA batteries.

what we thought of it: Probably the best wireless controller available... and it's a joystick! A subtle approach is required to pull off special moves like uppercuts and fireballs, so you will face a bit of an adjustment time when you first get on it. The buttons are nice and springy, and the turbo is easy to use.

rating: ○○○1/2

PSR-2

Naki • suggested retail price: $39.99 • unlicensed

description: It has a disc-style D-pad, with features including turbo and slow-motion. Only one controller is included in the package, but the receiver accepts two controllers. The effective range is up to 30 feet straight on and 14 feet from an angle.

what we thought of it: It has a comfortable grip in your hand and really works from anywhere in the room, with a reaction time the same as a normal cord controller. The D-pad is slightly elevated, and it's tough to pull off complicated moves. The action buttons are also a bit far apart for our tastes. Considering that the rest of the wireless controllers give you two controllers in a package for the same amount of money, the PSR-2 is a big letdown.

rating: ○1/2

Dual Fire Wireless

Performance • suggested retail price: $39.99 • unlicensed

description: This is almost exactly the same as the PSR-2 wireless controller, but with two controllers per package. They can also control some TVs.

what we thought of it: Even though this pad is similar to Naki's in appearance, it outperforms. The D-pad is definitely better and has much more spring to it. The action buttons are still a little far apart. A cool feature of this pad is the ability to control your TV—that is, if you have one of the specific models that are compatible. Out of the entire bunch, this wireless is the best, and it has the most bang for your buck.

rating: ○○○

Wireless Controllers

Arista Interactive • suggested retail price: $39.95 • unlicensed

description: Features turbo, slow-motion, and a disc-shaped D-pad.

what we thought of it: Let us put it to you this way—we could not pull off a single fireball. The D-pad is inept. The action buttons are a little recessed, making control nearly impossible. Definitely a waste of $60.

rating: ○

Analog Controllers

The way we play games is about to change. Analog is the way of the very near future, and it's going to shatter the old methods of digital video game enhancements. Up until now, it's been the games that have advanced—not the peripherals. Finally, control interfaces are starting to catch up.

The difference between digital and analog is as vast as night and day. With digital, it doesn't matter how hard or soft you press a D-pad or joystick. With analog, the degree of pressure you apply directly affects the resulting action. The improvement in control is truly amazing and is something no gamer should ignore. Almost all games coming in the future will have an analog mode, and you always want to get the most out of your games.

Sony Analog Controller

Sony CEA • suggested retail price: TBA • licensed
release date: September

This pad makes control you never dreamed of a reality. Just imagine a driving game with analog gas, brakes, and steering. It won't vibrate like its Japanese counterpart, but you won't miss it unless you've experienced it before. Apparently, Sony has big plans for the future of vibration (AKA force feedback), but the technology wasn't ready to be incorporated into its new pad. Also, the company faced a potential issue of patent infringement here in the U.S. When this comes out, you must get it. The Sony analog controller will be the biggest-selling peripheral ever.

Ascii Sphere 360

Entertainment • suggested retail price: pending • license pending
release date: Christmas

The Ascii sphere will feature a 360-degree axis analog ball. It will also have a normal D-pad, with all the normal action buttons. The Sphere is based on a similar pad called the Space Orb, for the PC, which is the controller of choice for the *Quake* world champion. For first-person games, the sphere acts like a human head—you can twist it up, down, left, and right to look up and down or turn left and right. Push the sphere forward and backwards or left and right to move or strafe in those directions. The Ascii Sphere will have as steep a learning curve as the Space Orb and may take hours to master, but the resulting revolutionary control will change the way you play. The big question is what and how many games will be configured for it. We will keep you posted as this product gets closer to shipping. You can definitely expect a full review when it does.

Joysticks

Great for making believe you're at an arcade, joysticks are plentiful for the PlayStation. They come in all shapes and sizes, with a variety of features. Most important, though, is the stick and its play, as well as button layout. Check out the following PSM views on what is the best joystick for you and your PlayStation.

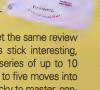
Arcade Rex

ACT Labs • suggested retail price: $29.99 • unlicensed
description: The enhanced features of this joystick are a two-speed turbofire switch for each button and slow-motion.
what we thought of it: We liked this one; it was satisfactory in all areas. The stick has a capable rubber ball on the top for your grip. It was a little stiff, but it should loosen up with repeated sessions. The wide base sits securely on your lap, and the construction seems superior. The buttons are well laid-out, but they are a bit loose and a little small. The two speeds of the turbofire give this stick a unique edge, although we're not sure about its usefulness. Overall, we were impressed.
rating: ●●●

Barracuda

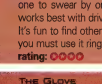
Interact • suggested retail price: $29.99 • unlicensed
release date: pending

The analog Barracuda is based on the Sony analog pad, but will take things to the next step with enhancements like turbofire and slow-motion. The dual analog sticks will be made of metal, as opposed to Sony's plastic, making for a very durable pad (hopefully). It is also rumored to feature the vibration mode that Sony dropped for the U.S. analog pad, although not that many domestic games are configured for it. The design is looking slick, and it has a cool paint job—you fashion-conscious PlayStation gamers should take notice. We are really looking forward to the Barracuda, so expect to see a complete review as soon as we get our hands on one.



Psycho Pad XD

ACT Labs • suggested retail price: $39.99 • unlicensed
description: Take the Arcade Rex, add the programming features of the Psycho Pad Jr., and make it multi-console.
what we thought of it: The stick and the action buttons get the same review as the Arcade Rex. The programming feature makes this stick interesting, although it's moderately complicated. You can program a series of up to 10 commands into one of the extra four buttons, as well as up to five moves into one of the four L or R buttons. This function can be pretty tricky to master, considering some moves require precise timing as well as pauses between inputs. The pad accommodates this by providing buttons for one to three second pauses during a move, but it may take a lot of messing around to get it right. Something is lost in the translation when you turn a brilliant ten-hit combo into an easy single-button push, but if you're looking for a little simplicity, then you might want to pick up one of these sticks.
rating: ●●●1/2



NegCon

Namco • suggested retail price: $44.99 • licensed
description: Actually limited in its analog capabilities, the NegCon is only analog on the horizontal (X) axis. You move left or right by twisting the controller; the degree of twist directly effects the amount you move. It also has a normal D-pad and action buttons.
what we thought of it: This pad takes a little getting used to. It becomes one to swear by once mastered, although some people never get it. It works best with driving games because they are only analog on the X axis. It's fun to find other uses for it, though. In one Japanese game, *Station P*, you must use it ring water out out of a wet towel—crazy. A cool item.
rating: ●●●●

Specialized Ascii Stick

ASCII Entertainment • suggested retail price: $54.95
licensed
description: A large sturdy base with turbo, autofire, and slow-motion features.
what we thought of it: This was the best joystick on the market for some time, with great play in the stick and large buttons with lots of spring. The turbo and autofire functions are great for shooters and are easy to adjust. Its attractive design is based on the look of the PlayStation, and it fits nicely into your collection. The deciding factor will be whether you're willing to shell out over $50 for it. **rating:** ●●●

The Glove

Reality Quest • suggested retail price: $89.95 • license pending
release date: TBA

The coveted Glove is truly a revolutionary controller. Soon, we all may be slipping on our ergonomic mitts, sitting in front of our favorite game, and kicking butt with just the smallest wrist motions. That is, of course, if Reality Quest comes through with a product that works as well as its prototype. So far, what we played lived up to all its expectations. A particularly cool feature will be a simulated analog mode, which will turn a digital-only game into one that responds as if it's analog. This will give non-analog games a much deeper level of control. The Glove's sensitivity will be completely adjustable, and you will be able to assign any of the buttons to any of the other buttons.

Bio Grip Joystick

Nyko • suggested retail price: $19.99 • unlicensed
description: The Bio Grip has all four action buttons on the stick and suction cups on the base. The enhancements include turbofire and slow-motion.
what we thought of it: This thing just plain sucks. It may look like a flight stick, but don't be fooled—it's in the joystick section for a reason. We went over this one last issue, but here's a recap: The stick is incredibly stiff. It's a chore to push it in any direction. It looks cool, but in the end, that's its only attribute.
rating: ●

TOP HONORS

ASCII Arcade Stick
ASCII Entertainment • suggested retail price: $39.95• licensed • release date: August
description: A very simple joystick, featuring no enhancements. It's just a bat-shaped stick with a metal neck and large buttons.
what we thought of it: This joystick is simply great. Everything you should be looking for in a new stick is here. The bat-shaped stick is just like the kind found at the arcade, and it is truly awesome in both response and feel. The large buttons are easy to hit, although they are laid out in more of a square pattern than the diamond we are all used to. The stick has just one purpose, and that is to help you thrash your competition. If any joystick deserves your money, it's this one.
rating: ●●●●

Namco Joystick
Namco • suggested retail price: $29.95 • licensed
description: Designed specifically with *Soul Blade* in mind, this offering from Namco has six main buttons, with L1 and L2 represented by small buttons in the upper-right corner.
what we thought of it: Coming from Namco, we were expecting great things from this stick. It is built solidly with a metal plate covering the top and a metal stick. It works well with *Soul Blade* and *Tekken*, but if any of your other fighting games use the L1 and L2, you are a bit out of luck. They were going for a six-button controller, but the PlayStation has eight buttons. Because of this, it is only an average stick. If you only own *Tekken, Tekken 2*, and *Soul Blade*, or are a diehard Namco fan, then you may want to pick this up. If you own any other games, then you could certainly do better with some of the other sticks out there.
rating: ●●●

PSX Maximizer Joystick
Nyko • suggested retail price: $24.99 • unlicensed
description: This is an enhanced joystick with a twist—literally. The action buttons are on a 270-degree rotating disc that lets you adjust the buttons to almost any angle. It has the standard ball on a post stick and features turbofire, autofire, and slow-motion.
what we thought of it: The idea was novel. Unfortunately, however, Nyko didn't take into account the makings of a good joystick when this baby was designed. The base is too small, making it difficult to hold comfortably, despite suction cups on the bottom for sticking to a tabletop. The rotating button pad is a unique feature, but its effectiveness is overshadowed by the presence of the smallest buttons we've ever seen on a joystick. Also, all the buttons are elevated, which adds to your discomfort when you sit down for a session. The stick offers way too much resistance, which is both frustrating and tiresome. Nyko really needs to take another look at what a serious gamer requires before it designs another joystick.
rating: ●●

PS Arcade
Interact • suggested retail price: $49.99 • licensed
description: Your basic ball on a stick. Enhancements include a varying speed turbo, autofire, and slow-motion. An LED display shows you which enhancements you are using.
what we thought of it: The enhancements are easy to use, effective, and light up nicely when they are in use. It's not as large as some of the others, but it does play well with an extremely responsive stick. The buttons, on the other hand, don't bounce back after pressing them as much as we would prefer, but perhaps that's us just being a little picky. Overall, it's an average enhanced joystick. The price is the only real negative.
rating: ●●●

Part Two...

Be sure to check out next month's issue, because we'll give you the goods on the rest of the peripherals out there—flight sticks, steering wheels, light guns, and other wild things to plug into your system. So don't buy anything until you've read Part Two!

List of Manufacturers

If you can't find one of these products in your area, or you just want more information, give the company a call or check out their web site.

Act Labs
1(800) 980-9997
www.actlab.com

Docs—a division of Arista Interactive
(516) 952-1500
aristagrp@aol.com

Alps Interactive
1(800) 825-ALPS
www.interactive.alps.com

ASCII
(415) 780-0166
www.asciient.com

Interact Accessories
(410) 238-1426
www.interact.com

Mad Catz, High Frequency
(619) 440-1618
www.madcatz.com

Naki
1(800) 626-6254
www.nakiusa.com

Namco
(408) 922-0712
www.namco.com

Nuby
(888) NUBY MFG

Nyko
(888) 444-NYKO
www.nyko.com

Performance
(410) 238-1426

Reality Quest
1(888) 96GLOVE
www.theglove.com

Sony
(800) 345-SONY
www.

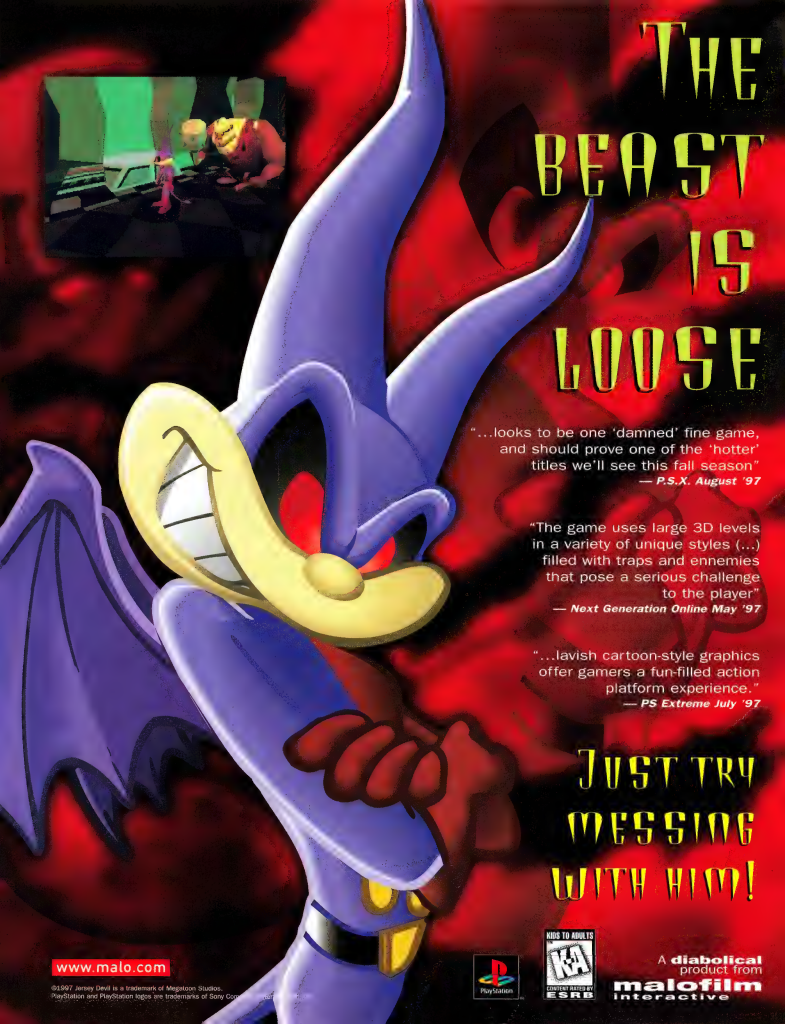
Z-Products
(317) 577-4880
www.playstick.com

▼ Stop, Noah! Not yet! You've still gotta do part two!

▲ PSM 1997 ▲▲▲

JERSEY DEVIL

- Multiple open 3D environments, tracks and rides
- Tons of action and puzzles
- 20+ moves
- 60 character models
- Supports dual-analog controller


THE BEAST IS LOOSE
"...looks to be one 'damned' fine game, and should prove one of the 'hotter' titles we'll see this fall season"
— P.S.X. August '97
"The game uses large 3D levels in a variety of unique styles (...) filled with traps and ennemies that pose a serious challenge to the player"
— Next Generation Online May '97
"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."
— PS Extreme July '97
JUST TRY MESSING WITH HIM!
www.malo.com
©1997 Jersey Devil is a trademark of Megatoon Studios.
PlayStation and PlayStation logos are trademarks of Sony Co
KIDS TO ADULTS
CONTENT RATED BY ESRB
PlayStation
A diabolical product from malofilm interactive

The Clocktower Walkthrough

fear is fascinating....

SPOILER ALERT!
This guide contains a complete walkthrough of *Clocktower* and should only be used when necessary.

Don't be scared—you can't let that evil Scissorman keep you from finishing the game. This horror game has lots of extras, so you've come to the right place if you want to find everything. Use our complete walkthroughs to get "A" endings for both Helen and Jennifer. We'll also give you some clues on how to get the rest of the endings for each of the characters. So turn out the lights, grab a flashlight (so you can read this), and get ready to solve the Clocktower murders with the help of your friends at PSM.

The game is set up in three scenarios, not including the prologue. In between the scenarios there are intermissions. The intermissions have a map on the screen that lets you visit any number of locations. Visit them all; they always lead to the next scenario. Which scenario you wind up in depends on the course the storyline is taking and which character you're playing.

First, follow the strategy for the prologue. Then follow the walkthrough for the character you choose. If you get stuck in a corner with the Scissorman, remember your panic button! It will often get you out of a hairy situation. By the way, we won't reveal where and when Scissorman will appear—no need to spoil a cheap scare. When he appears, just find a way to ditch him (like looking for places to hide), then continue with the walkthrough. Lastly, explore thoroughly! Hints are hidden in some unusual places.

prologue

In the prologue scenario you control Samuel Barton, a professor of criminal psychology.

1. In the treatment room, check out the bed and the scissors, then leave.
2. Talk to Beth twice. Investigate the statue, Scissorman's rubber mask, and Harris' desk. Talk to Danny twice.
3. Now comes the first major fork in the road. Leave the office, and talk to Harris in the hall. If you talk to him once, you'll play the rest of the game as Helen. Talk to him twice or more and you will play as Jennifer.
4. Take the elevator to the first floor and get interviewed by Nolan.
5. Go back to the office and examine the statue, then talk to Harris. Investigate the statue again; you will have your choice of who will appraise it. It is imperative that you remember who you choose to appraise the statue. If you forget, you may go to the wrong place in the second scenario, which will lead to the E ending and your failure. Your choice will not affect the final outcome, however.
6. Finally, go into the treatment room to meet Edward and Kay, which ends the prologue.

jennifer's walkthrough

scenario 1: jennifer at the university laboratory

1. Get the oil can from the storage room on the first floor.
2. Find the ladder key in the security room on the first floor.
3. To end the scenario, find the exit on the top floor. Use the ladder key on the box under the window to lower the ladder and climb down to safety.

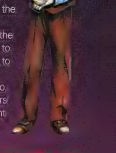
wall to discover the location of the Barrow's Mansion. When the mask flies off the wall, grab the vase on the table and toss it at the mask.
2. Next, go to the laundry room on the first floor and get the detergent from the shelf on the wall.
3. Go up the stairs to the bedroom. You'll have to check the closet twice to find the statue.
4. To finish the scenario, go the patio downstairs and throw the detergent at the dog.

scenario 2a: helen at the library

If you let Mr. Sullivan examine the skull in the library, and you said "No" to Nolan at the Newspaper Company regarding going to Rick's house, follow this walkthrough. If you had Rick look at the statue, then follow the next walkthrough (Scenario 3b), in which you send Nolan to Rick's house.
1. Talk to Edward in the stock room.
2. Go to the chief librarian's office and talk to Mr. Sullivan twice to get the key to the reading room.
3. Use the key to get into the reading room, then use the step ladder to get the book off the shelf.
4. You will read the book then leave the room. You will then follow the chief librarian up to check on the clock.
5. Go back to the chief librarian's office and get the key to the collection room from the desk.
6. Go to the collection room and click on the fish tank to light the room. Grab the statue from the table.
7. Go back upstairs to the machine room.
8. Now go down to the office behind the reception desk. Edward will be under the desk.
9. You will automatically go to the reading room. Hide Edward under the desk, and check the vent on the left near the floor.
10. Return to the office behind the reception desk, and get the screwdriver from the bottom left desk drawer.
11. Return to the reading room, where you left Edward. Use the screwdriver on the vent to help him escape.
12. Finally, go back to the stock room to end the scenario.

scenario 2b: nolan at rick's house

If Rick checked out the statue in the prologue, and you said "Yes" to Nolan at the Newspaper Co. regarding going to Rick's house, then proceed with this section of the walkthrough.
1. Go to the kitchen. Inspect the mask on the



scenario 3: jennifer at the barrow's castle

Now for the long hall to the end...
1. In the church library, find the note on the top right bookshelf.
2. Go to the Priest's room. Check the Priest's robe to get the key for the drop ladder.
3. Go to the chapel and get the astronomical plate off the wall.
4. Now find the torture chamber. Get the candle from the ground.
5. Quickly go to the courtyard and show Professor Barton the note. After he reads it, he will give you the door spell. (If you don't hurry, he will be dead when you get there—which means no door spell.)
6. Find the bedroom and click on the newspaper between the two beds. Now click three times on the corner where the mouse ran into the hole. You will receive the key to the study.
7. Find the servant's room, and click on the bed to get the copper book.
8. Enter the kitchen and find the storeroom. Click on the floor, then click twice on the left bookshelf. A trapdoor in the floor will open, leading to the wine cellar. Enter the cellar and look around, then leave. A sound will startle Jennifer before she leaves the room. Check behind the wine racks to find Beth. Talk to her twice to get the mansion key. Look for the key in the left wine barrel if Beth is not there.
9. Find the big gate and inspect it. Jennifer will take out the key and open it.
10. Use the oil can Jennifer collected earlier to open the door under the stairs. This leads to the storage room.
11. Inspect the coffin in the storage room to get the box key. Then get the rope from bottom of the bookshelf. Take the rope and use it on the door next to the box to keep the door shut. Finally, use the box key on the box to release Helen.
12. Go upstairs to the balcony. Try to open the locked door on the right. An escape route on the ledge will lead you to the room where Nolan is. Enter the room through the window and talk to Nolan.

13. Find the library and inspect the box located on top of the bookshelf. Use the stool to retrieve the Genealogy.
14. Go back to the parlor with the two chairs, and get the map from behind the portrait of Quentin Burroughs.
15. Get the matches from Tim in the upstairs living room.
16. Go to the study and check in the fireplace once. Jennifer will notice that it is too dark to see. Take the candlestick from the desk, then use the matches to light it. Inspect the fireplace again. This time, you will find the mansion map.
17. Go to the library and inspect the scraped-up part of the floor next to the bookshelf. Use the copper book on the bookshelf to open a passage to the wells. Go down the well that matches the symbol on the astronomical plate. This leads to the channel room.
18. Enter the channel room, and inspect the floor in front of the altar to pick up the dagger. Flee through the door to escape the mummy that appears.
19. Go to the courtyard. Inspect the tall bushes going up the wall to the right of the fountain. You will turn a knob that drains the fountain and opens a tunnel underground.
20. Welcome to the final scene! Here, the Scissorman will reveal his true identity. Nolan arrives shortly afterwards. Jennifer will eventually face a wall that has a hole in it about 30 centimeters wide. If you place the statue in the hole, she will say the words to open the door to oblivion. Finally, use the knife on Scissorman to make him let go of your leg and fall into the abyss.... Congratulations! You have just terminated the murderous Scissorman.

jennifer's other endings

not all of jennifer's endings are so happy. just play through the previous walkthrough until you reach the point where the alternate ending occurs.

- **B Ending:** In the game's final scenario, when Jennifer opens the door to the abyss, let her fall in.
- **C Ending:** Jennifer must confirm the survival of Helen and Nolan in the fourth scenario, but then go down into the underground cave without the door spell. Do this by waiting too long before going to see Barret in the outdoor garden area. When you get there, he will have hung himself. Now you have no way of getting the door spell.
- **D Ending:** Jennifer must go to the underground cave without ever checking on the survival of Nolan and Helen.
- **E Ending:** Clear scenario two without ever finding the statue.

helen's walkthrough

scenario 1: helen at the university laboratory

If you talk to Harris once in the hallway during the prologue, you'll play the game as Helen.

1. In the bedroom, talk to Rose twice, then turn off the lights and go to bed. Open the door when someone knocks.
2. Find the computer room on the third floor. Get the pliers from the tool box on the desk.
3. Go to the second floor and find the student office. Search the lockers to find the flashlight.
4. Go to the security room on the first floor and grab the storage key off the table.
5. You can now go to the storage room with the boxes and use the pliers on the door that has been wired shut. Finally, use the storage key to finish the scenario and escape.

scenario 2: helen at the library

If you had Mr. Sullivan take a look at the shelf at the library during the prologue, and you said "No" to Gotts at the Police Station regarding going to Rick's house, just follow Scenario 3A in Jennifer's walkthrough. It's identical, no matter who you're playing as. If Rick looked at the skull, then follow the next walkthrough, in which you send Gotts to Rick's house.

scenario 3a: gotts at mr. rick's house

1. Go upstairs to the living room and get the statue off the table. Also, inspect the picture on the wall to get the location of Bennett Castle.
2. Go downstairs to the laundry room and take the detergent off the shelf on the wall.
3. To finish the scenario, go the pet's room and throw the detergent at the dog.

scenario 3: helen at the barrow's castle

1. Find the drawing room. The left door in the back of the main hall on the lower level will take you there. Click around on things until the picture falls off the wall. Inspect the vase where the picture fell to find the mansion key.
2. Find the bathroom where Beth is hiding. Talk to her at least twice, until she is convinced to stay.
3. Go to the kitchen and click on the door on the other side of the room. Harris will appear and give you the fireplace key.
4. Enter the storeroom attached to the kitchen. Click on the floor, then click twice on the left bookshelf. A trapdoor in the floor will open that leads to the wine cellar. Go down into the cellar, look around, then leave. A sound will startle Helen before she leaves the room. Check behind the wine racks to find Tim. Talk to him twice, then leave.
5. Find the servant's room and inspect the bed to get the copper book. Next, inspect the desk and defeat the hand that attacks you. Check the desk again to find a note with information about the fireplace in the bedroom.
6. Find the bedroom and click on the newspaper between the two beds. Now click three times on the corner where the mouse ran into the hole. You will receive the key to the library. Take out your flashlight and click on the fireplace once. Then click on it again without your flashlight.
7. Go downstairs and find the big gate. Open it. Enter the storeroom to the right under the stairs. Open the coffin to free Nolan, then inspect the chest to get the lead balls. Finally, check the floor for the tape recorder and use its batteries in your flashlight.
8. With flashlight in hand, go back upstairs to the bedroom and use the flashlight to inspect the fireplace again. You will get a note with the door spell on it.
9. Find the study on the second floor with the lit fireplace. Enter the library on the other side, and inspect the wooden box on top of the bookshelf. Now use the stepladder to reach it. Re-enter the study and throw the wooden box into the fireplace. You will then get the cosmetic key.
10. Return to the library, and inspect the scratch marks on the floor next to the bookshelf. Next, use the copper book on the lower left bookshelf to open a secret passage.
11. Enter the passage. Use the lead balls on each of the wells to determine which one is dry. Go down the dry well, and enter the room with Gotts.
12. Talk to Gotts until he gives you the pistol.
13. Go back to the main hall and use the pistol to shoot off the padlock to the chapel.
14. Enter the chapel and use the pistol to shoot Scissorman.
15. Follow Scissorman into the torture room and talk to Professor Barton.
16. Now go upstairs and enter the living room. Unlock the fireplace with the fireplace key and enter it.
17. You will emerge in the priest's room. Using the cosmetic key, open the box on the desk to find a map of the castle.
18. Go to the courtyard and inspect the tall bushes going up the wall to the right of the fountain. You will turn a knob that drains the fountain and opens a tunnel underground.
19. Enter the passage, and Scissorman will reveal his true identity. Now just wait until Helen is in front of the wall with the 30 centimeter hole in it, then place the statue there. You have all saved the day!

helen's other endings

helen will meet a swift demise if you don't make all the right decisions. once again, just play through the walkthrough until you reach the point where the alternate ending comes into play.

- **B Ending:** In final scenario, Helen must let Scissorman kill Jennifer in the chapel.
- **C Ending:** Helen must go down into the underground cave without ever finding the door spell.
- **D Ending:** Have Helen meet Professor Barton in the torture room without finding the door spell first.
- **E Ending:** Clear scenario two without finding the statue.

bonuses

new outfits for everybody

Once you get a 4 ending, start a new game by pressing START on controller two. Now play through the game like normal with controller one.

slide show and a music player

When you get both A endings, choose "Purpose" from the Main Menu. The bottom panel that comes with a bunch of question marks will now say "Extras." Select this option to find a slide show of rare game footage. A music player also lets you listen to some of the creepy and not-so-creepy tunes.

extra diehard bonus

Get all 10 endings, then play through again. During the game, press START to pause. A wacky new option will become available called "Buyobuyo."

eat.

burp.

eat.

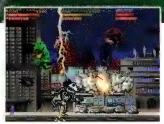
burp.

eat.

burp.

puke!

These guys know how to party.



RAMPAGE™ WORLD TOUR

PlayStation™

SEGA SATURN

MIDWAY

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Instructions
1. Detatch
2. Fold
3. Insert

merchant's list

The Merchant (otherwise known as the Master Librarian), who you can find in the library, will sell you all sorts of stuff, but he won't offer some items until later in the game.

BUY ITEM

ITEM	PRICE	DESCRIPTION
Potion	800	Restores Some HP (use)
High Potion	2,000	Restores About Half HP (use)
Elixir	8,000	Restores All HP (use)
Manna Prism	4,000	Restores All MP (use)
Antivenin	200	Cures Poisoning (use)
Uncurse	200	Removes Curse (use)
Hammer	200	Unpetrify (use)
Magic Missile	300	Shoots a Magic Arrow (use)
Bwaka Knife	400	Bwaka Throwing Knife (use)
Boomerang	500	Anti-Aerial Weapon (use)
Javelin	800	Throwing Spear (use)
Fire Boomerang	1,000	Flaming Boomerang (use)
Shuriken	2,400	Japanese Throwing Stars [use]
Cross Shuriken	5,000	Powerful Throwing Stars (use)
Buffalo Star	8,000	Razor-Sharp Master Star (use)
Flame Star	15,000	Flaming Throwing Star (use)
Library Card	500	Enchanted Library Card (use)
Meal Ticket	2,000	Mystery Food Ticket (use)
Sabre	1,500	Light Cavalry Sword
Mace	2,000	Iron Cudgel
Damascus Sword	4,000	Fine Sword, Honed to Razor's Edge
Firebrand	10,000	Fire Sword of Oberon
Icebrand	10,000	Ice Sword of Mim
Castle Map	103	Basic Map of Dracula's Castle
Leather Shield	400	Leather Shield—Low DEF
Velvet Hat	400	Velvet Hat
Jewel of Open	500	Opens Locked Blue Doors
Leather Hat	1,000	Tanned Leather Hat
Iron Cuirass	1,500	Iron Cuirass
Reverse Cloak	2,000	Dual-Colored Reversible Cape
Medal	3,000	DEF + 1, ATT + 1
Elven Cloak	3,000	Perfect for Forest Camouflage
Iron Shield	3,980	Hard Iron Shield
Circlet	4,000	Circlet
Ring of Pales	4,000	Ring with Holy Powers
Steel Cuirass	4,000	Steel Cuirass
Gauntlet	8,000	ATT + 5
Thunderbrand	10,000	Lightning Sword of Indra
Harper	12,000	Harper
Silver Crown	12,000	Increases Intelligence
Diamond Plate	12,000	Diamond Breastplate
Joseph's Cloak	30,000	Select Color (System Menu)
Duplicator	500,000	Duplicates Items (use)

SELL GEM

GEM	WILL PAY	DESCRIPTION
Zircon	150	Sparkling Ring
Aquamarine	800	Fairly Valuable Ring
Turquoise	1,500	Fairly Valuable Ring
Onyx	3,000	Valuable Ring
Garnet	5,000	Valuable Ring
Opal	8,000	Valuable Ring
Diamond	20,000	Highly Valuable Ring

bushido blade character's moves

Moves List by Character

All characters have their own special moves they can perform with a certain weapon and in a specific stance.

Red Shadow

Weapon	Stance	Move	Command
Long Sword	Middle Stance	Jump and Side Attack	←, →, ○
Long Sword	Middle Stance	Ayame	→, →, X
Long Sword	Middle Stance	Noborimai Shinoburyu	Hold →, △
Long Sword	Lower Stance	Ezomushiku	←, →, X
Saber	Lower Stance	Nezumigaeshi	○, X

Mikado

Weapon	Stance	Move	Command
No Dachi	Upper Stance	Tsuyuharai	←, →, ○
Naginata	Upper Stance	Swing Down and Strike at Trunk	△, △, ○
Naginata	Middle Stance	Tsukifurue	←, →, ○
Naginata	Middle Stance	Triple Jab	→, ○, ○, ○
Naginata	Middle Stance	Four-Way Jab	←, ○, ○, ○
Naginata	Middle Stance	Okurijochin	←, →, △, X, R1, X
Naginata	Lower Stance	Tatarauchi	←, →, △

Utsusemi

Weapon	Stance	Move	Command
Katana	Upper Stance	One-Hand Strike from Top to Bottom	←, →, △
Katana	Lower Stance	Heishiki Suminagashi	←, →, X
Katana	Upper Stance	Yugegiri	←, →, △
Katana	Lower Stance	Nokorizuki	←, →, ○, ○, ○, ○, ○
No Dachi	Lower Stance	Oborozuki	←, →, △, △, △, △, △
No Dachi	Middle Stance	Tsuyuharai	←, →, ○
No Dachi	Middle Stance	Tsuyuharai Diagonal Slash	←, →, ○, ○

TACTICS

BOSS	PRICE
Dracula	200
Slogra & Gaibon	500
Doppleganger 10	700
Hippogryph	1,000
Scylla	1,200
Minotaurus & Werewolf	1,400
Karasuman	1,800
Succubus	2,000
Cereberos	2,200
Olrox	2,600
Granfaloon	2,800
Richter Belmont	3,200
Darkwing Bat	3,500
Akmodan II	3,500
Medusa	3,500
The Creature	3,500
Death	4,000
Doppleganger 40	4,500
Trevor & Grant & Sypha	5,000
Beezelbub	6,000
Galamoth	7,000
Shaft	8,500
Lord Dracula	10,000

SPELL LIST

These spells appear on your Special Moves List after you use them for the first time, so feel free to take them all off this list and have them from the start! The commands are written for players facing right. When facing left, simply reverse the commands.

TYPE OF SPELL	COMMAND
Summon Spirit (MP 5)	↓, ↘, →, ↓, ↘+□ or ○
Dark Metamorphosis (MP 10)	←, ↖, ↑, ↗, →+□ or ○
Hellfire (MP 15)	↑, ↗, →, ↘+□ or ○
Soul Steal (MP 50)	↓, ↘, →, ↓, ↘, →, ↘+□ or ○
Tetra Spirit (MP 20)	↑ (hold 2 sec.), ↗, →, ↘, ↓+□ or ○
Sword Brothers, with Sword Familiar (MP 30)	↓, ↘, →, ↗, ↑, (hold 2 sec.), ↓+□ or ○
Wing Smash, as the Bat (MP 8)	Hold ×, ↑, ↖, ←, ↙, ↓, ↘, →, Release ×
Wolf Charge, as the Wolf (MP 10)	←, ↘, →+□ or ○

RELIC LIST

ITEM	DESCRIPTION
Soul of Bat	Transform into Bat
Echo of Bat	Use Radar as Bat
Soul of Wolf	Transform into Wolf
Skill of Wolf	Special Move as Wolf
Power of Mist	Extends Mist Transform Time
Cube of Zoe	Causes Items to Materialize
Gravity Boots	Wearer Can Jump High (↓,↑)
Holy Symbol	Protection While Underwater
Jewel of Open	Can Open Locked Blue Doors
Bat Card	Summons Bat Familiar
Faerie Card	Summons Faerie Familiar
Sword Card	Summons Sword Familiar
Nosedevil Card	Summons Nosedevil Familiar
Tooth of Vlad	1 of 5 Treasures, STR +10
Ring of Vlad	1 of 5 Treasures, INT +10
Fire of Bat	Shoot Fireballs as Bat
Force of Echo	Attack with Radar Waves
Power of Wolf	Run Swiftly as Wolf (double-tap)
Form of Mist	Transform into Mist
Gas Cloud	Transform into Poisonous Cloud
Spirit Orb	Shows Enemy Damage
Leap Stone	Can Double-Jump & Kick (↓+X)
Faerie Scroll	Displays Enemy's Name
Merman Statue	Summons the Oarsman
Ghost Card	Summons Ghost Familiar
Demon Card	Summons Devil Familiar
Sprite Card	Summons Pixie Familiar
Heart of Vlad	1 of 5 Treasures, Void Curse
Rib of Vlad	1 of 5 Treasures, CON +10
Eye of Vlad	1 of 5 Treasures, LCK +10

Black Lotus

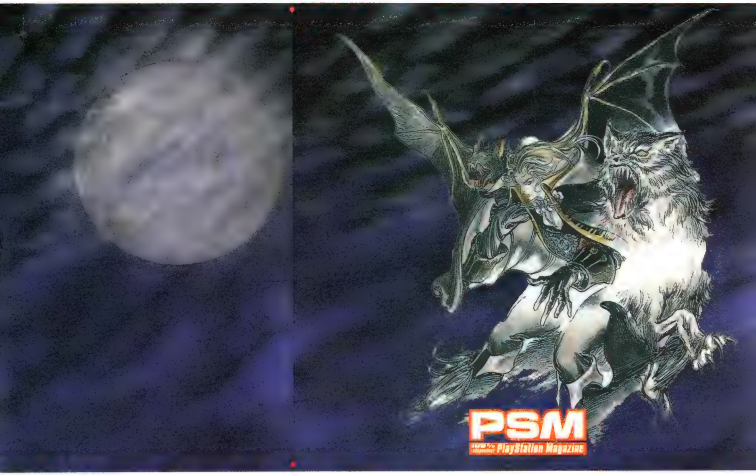
Weapon	Stance	Move	Command
Katana	Upper Stance	Step and Diagonal Attack	↓, ↘, →
Katana	Upper Stance	Step and Spinning Attack	↓, ↘, →, ×
Katana	Upper Stance	Sasakezuri	↓, ↘, →
Long Sword	Upper Stance	Single-Handed Spinning Attack	↓, ↘, →
Long Sword	Middle Stance	Tatsumaki Otoshi	↓, ↘, →
Long Sword	Lower Stance	Step and Sweep Feet with One Hand	↓, ↘, ×
Broadsword	Middle Stance	Ikazuchi Otoshi	↓, ↘, →
Broadsword	Lower Stance	Meodosenpugiri	×, ↓, ↘, →
Rapier	Upper Stance	Twisting jab	↓, ↘, →
Rapier	Upper Stance	Taka Otoshi	↓, ↘, →
Rapier	Middle Stance	Tsubametsuki	↓, ↘, →
Rapier	Lower Stance	Triple Okinatsuki	↓, ↘, →, ○, ×
Rapier	Lower Stance	Osore Okina	↓, ↘, →, ○, ×, △
Rapier	Lower Stance	Murashigure	↓, ↘, →

Tatsumi

Weapon	Stance	Move	Command
Sledgehammer	Upper Stance	Kusabi Kuzure	↓, ↘, →
Sledgehammer	Low Stance	Tatsumaki Kuzure	↓, ↘, →
Sledgehammer	All Stances	Kusabi Uchi Sojuryu	Hold ↓ + R2, △

Kannuki

Weapon	Stance	Move	Command
Broadsword	Upper Stance	Retsubakusai	↓, ↘, →
Broadsword	Upper Stance	Triple Crown Crush	△, △, △
Broadsword	Upper Stance	Akehae	↓, ↘, →
Broadsword	Middle Stance	Heishiki Yugegiri	↓, ↘, →
Sledgehammer	Upper Stance	Horizontal and Vertical Blow	↓, ↘, →
Broadsword	Upper Stance	Miyama Oroshi	↓, ↘, △, △
Broadsword	Middle Stance	Kotegaeshi Jump Attack	↓, ↘, →
Broadsword	Middle Stance	Karakannuki	○, ○, △
Broadsword	Lower Stance	Meidouzan	×, △, △
Sledgehammer	Lower Stance	Jump and Blow to the Face	↓, ↘, →
Sledgehammer	Lower Stance	Mawari Inoshishi	○, ○, ○, ○


PSM
100% unofficial PlayStation Magazine

Parappa The Rapper

become the king of the master rappers!

So, you think you're a pretty hot rapper, huh? Maybe you've beaten everyone in town, from Chop-Chop Master Onion to MC King Kong Mushi? OK then tough guy, answer me this one—are you "Cool?"

What Is This "Cool" Thing, Anyway?

During play, the game judges how well you rap and rates your performance. Your ranking is shown in the "U Rappin'" meter on the lower-right side of the screen. As you rap better or worse, your rank will fall or climb between "Awful," "Bad," or "Good." If you rap really, *really* well, you can achieve "Cool."

Okay, So How Do I Get It?

First of all, before the game will even let you attempt getting Cool on any given level, you must have already beaten that stage with a final rank of Good. Once you have done this, you will notice that a picture of Parappa has been placed next to that level on the stage select screen, which is found on the options menu. Now you can select that stage and play it over and over until you manage to earn a Cool ranking. When you do, the picture of Parappa for that level will be replaced by a crown on the stage select screen.

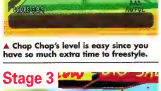
I Just Can't Get Cool!

Don't fret—it can be very tough. Sometimes the game almost seems to judge your performance randomly. Just rap normally until you can get "Cool" to flash, then add in some freestyle elements to your next line. It's important though, that you still hit the required beats while freestyling. C'mon, you can do it!

beating the masters

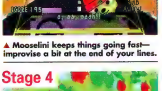
For the most part, you try to do the same things when you freestyle on any level: add in extra beats wherever there's room; and complete phrases that you learn in that level. Still, each Master presents unique challenges....

Stage 1



▲ **Chop Chop's level is easy since you have so much extra time to freestyle.**

Stage 2

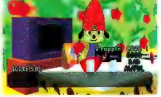


▲ **Mooselini keeps things going fast—improvise a bit at the end of your lines.**

Stage 3

▲ **Add a few extra beats in-between Fleaswallow's rhymes to win him over.**

Stage 4



▲ **Cheap-Cheap is tough. You'll need to try everything to get Cool here.**

Stage 5

▲ **Here, use the same techniques that worked earlier for each Master again.**

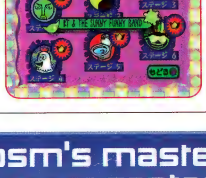
Stage 6

▲ **In the last stage, you'll have plenty of time to freestyle during the chorus.**

are you cool enough to get to this screen?

As you get Cool in each of the levels, crown icons will appear next to those stages on the stage select screen (Japanese pic shown). When you get Cool on every level and earn a screenful of crowns, you will become "King of the Master Rappers." A new option will then appear, but hey, our lips are sealed!

Just don't forget, "You Gotta Believe!"



psm's master rapper contest

Do you have what it takes to be a Master Rapper? If you can do it, then videotape or take a picture of the stage select screen showing all six crowns. Then send it to us at **PSM's Master Rapper Contest, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005.** The first three qualifying entries will win a rare *Parappa* Soundtrack!

▶ **Amaze all of your pals with sweet rhymes like "Ribbin ribbit, I can't hold it, my last toilet I already sold it!"**

Castlevania:
Symphony of the Night
PSM strategy guide

SPOILER ALERT!
This is a complete walkthrough of *Castlevania: Symphony of the Night*, and should only be used when necessary. Don't say we didn't warn you!

Whew! This game is so enormously huge, and so incredibly deep, we've been playing it nearly every night for months and we're still not convinced that we've uncovered all of its secrets! We found an awful lot to write about, though—so without further delay, let's get ready to enter *Castlevania*!

general tips

1 ► Starting The Game: Confronting Dracula

At the start of a new game, you must re-enact the climactic battle with Dracula from the previous adventure. Since this is just a prelude to the real game, and is mostly to get the story going, you can't actually lose the battle with Dracula—if you take too much damage, you will automatically be healed and made invincible. BUT, how you fare against him DOES affect the real game! Depending on how well you do, Alucard will have different attributes at the beginning of the adventure. If you just want to get the game going, use the holy water Rain spell. If you want to go for max stats, you'll have to put in a bit more work and practice.

When fighting Dracula, many different things affect your starting stats, and even we haven't nailed them all down exactly. But we're pretty sure that each of the following elements have something to do with it: the amount of time you take, the amount of life you lose, if you "die" in war, and if you use special weapons or magic attacks. Here are a few examples:

▲ Just to whip Dracula and get started, use the Holy Water's magic attack.

Don't lose any life, and kill Dracula both times with special weapons and magic.
STR 7, CON 7, INT 9, LCK 9, HP 75, MP 20, HEART 55

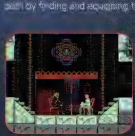
Defeat both forms, and only get hit a couple of times using no special weapons:
STR 9, CON 6, INT 6, LCK 6, HP 75, MP 20, HEART 50

The hardest way—don't get hit at all, and don't use any special weapons or magic:
STR 9, CON 8, INT 8, LCK 13, HP 80, MP 20, HEART 50

2 ► The Inverted Castle

▲ After defeating the orb that's controlling Richter, simply walk to the left, stand on the platform, and press up to warp to the second, inverted castle.

Here's what you do to reach the second castle, which is an inverted mirror image of the first with all new items and enemies. Take the two rings that Maria gives you (the Silver and Gold rings), and equip them both in the room with the large clock. A secret room will open up beneath you, where Maria will give you the Holy Glasses. Equip the glasses when you fight Richter, and you'll see that he's being controlled by an evil orb! Destroy it, then walk to the left, stand on the platform, and press up to go to the other castle!



▲ The priest is one weird and mysterious character...

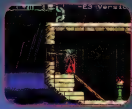
3 ► The Different Endings

So far we've seen four different endings. Here are the specific requirements for each ending:

Ending 1: Kill Richter without the Holy Glasses
Ending 2: Kill Richter with the Holy Glasses
Ending 3: Kill Dracula with less than 200%
Ending 4: Kill Dracula with more than 200%

▲ The castle blows up real nice!

4 ► I Give—Does the Telescope Do *Anything*?



▲ The telescope is completely worthless, so don't even waste your time on it.

This one just bugs the hell out of everybody! Fans of the Japanese version of the game have broken this room down into pieces and analyzed it for countless hours. As far as we can tell, the telescope isn't really good for anything, except maybe as a clue that you'll eventually need to find the ferryman. Oh well.

5 ► The Clock Room Mystery

▲ At the heart of Dracula's castle lies the mysterious clock room and its secrets.

First off, two hidden paths lead up past the stone statues sitting in the upper corners of the room. To open the upper left passage, just be patient and do nothing—it automatically opens every minute.

The upper-right passage requires you to activate the watch's time-freeze function.

Read tip number two for info on opening the bottom passage in the second castle; you'll open that path by finding and equipping the five pieces of Vlad.

6 ► The Confession Booth

In the first castle, there's a confession booth near the giant staircase at the middle far-left of the map. Stand in front of the chair to the left and press up to sit down—the ghost of a priest will come out and bless you, and sometimes leave you food. If you try sitting in the chair to the right, the ghost of a woman will come out, sit down, and pull the curtain closed—watch out! She's about to impale you with several nasty blades and spikes for sitting in the priest's chair!

7 ► Name Codes

If you enter certain special names before starting a new game, you can trigger several secret tricks. However, to get any of these codes to work, you must have a memory card inserted with a save of a completed game.

If you enter the name **RICHTER**, you'll get to play through the entire game as Richter Belmont! If you put in **AXEARMOR**, you'll start the game with special armor. Finally, **X-X!V"Q** will give you a Luck attribute of 99, which is a great help in finding rare items.

▲ Enter these codes at the "Name Entry" screen.

8 ► Making Money Fast

There's a spot in the second castle where you can get a $2,000 money bag! And if you run off and on the screen, it will keep reappearing, letting you stock up on cash. It's hidden in a long, rectangle-shaped room near the upper-right corner of the map. The room is filled with the orange "fast-men" guys who leap up and attack with their tongues. The fastest way to collect the cash is to transform into the wolf, so you can run on and off the screen much faster with his dash.

▲ Now you can save up for the Duplicator!

9 ► Gaining Experience Fast

After you've bought the Duplicator, equip it with a throwing weapon (like the Buffalo Star) and go to the second castle. There are enemies called Guardians in the rooms to the left and right of the Clock Room. They're worth a ton of experience! Simply enter the room, duck down in the entrance, and rapidly throw stars at the Guardian. You can keep running in and out of the room to make him continually reappear, killing him over and over. You'll go up several levels in minutes!

▲ First earn enough money for the Duplicator, then go build up your levels.

10 ► Getting a Complete Game

It's not known exactly how high you can get your percentage to go, but at press time, we believe the maximum to be at 200.10%. We'll print more on that later as we can either confirm or deny this.

You can check your percentage at the load game screen. Simply highlight your saved game icon to display your percentage. To raise your percentage, you must explore every corner of the map and uncover all the rooms in both castles. Finding all of the enemies, relics, and other special items will raise it, as well.

using familiars

When you find a familiar's Card, that familiar becomes available to you. Each one has different abilities, but mostly they just follow you around and help you take out the bad guys. They gain experience just like you do, by killing enemies. As they go up in levels, they grow stronger and gain new abilities. Here's a brief rundown of each familiar.

Bat Familiar

As the Bat familiar gains experience, more bats will come to join you when you transform into your bat form. The second bat joins you around level 50. Nearing level 90, the number of extra bats reaches four.

Faerie & Pixie Familiars

These familiars don't do much until they approach level 80, when they learn to cast spells like Defend from Ice.

Sword Familiar

At level 50, the Sword familiar gets much more powerful, and it appears on your inventory as a selectable weapon. The closer you get to level 99, the more of a death-dealing monster this thing becomes.

Ghost Familiar

Around level 80, the Ghost starts to drain hit points from enemies and transfer them to you. As he gets stronger, the Ghost will take more and more HP.

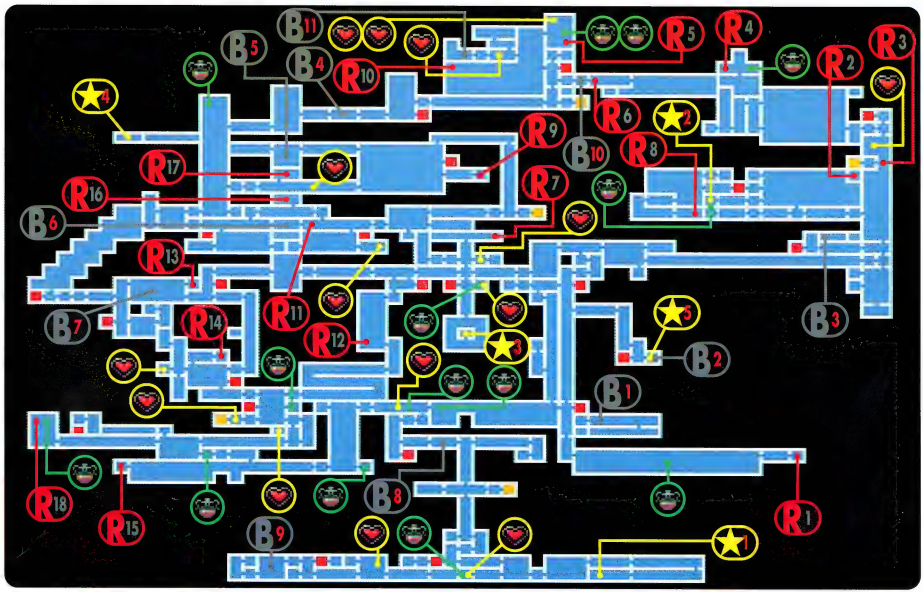
Demon & Nosedevil Familiars

By level 80, these guys learn ice, lightning, and fire attacks, and they will use them more frequently as they continue to go up in levels. Also, the Nosedevil will activate an out-of-reach switch somewhere in the game.

shield rod spells

Equip the Shield Rod and the appropriate shield, then press L1 and R1 simultaneously to activate a number of different spells. Here's a list of what each shield does:

Shaman Shield: Intelligence up
Leather Shield: Defense-up
Knight Shield: Defense up
Alucart Shield: ???
Herald Shield: Protection from fire
Goddess Shield: Protection from dark
Alucard Shield: ???
Iron Shield: Giant sword attack
Medusa Shield: Laser attack
Axelord Shield: Summon Axe Lord
Skull Shield: Giant laser attack
Fire Shield: Flame attack
Dark Shield: Meteor attack



castle map 1

bosses

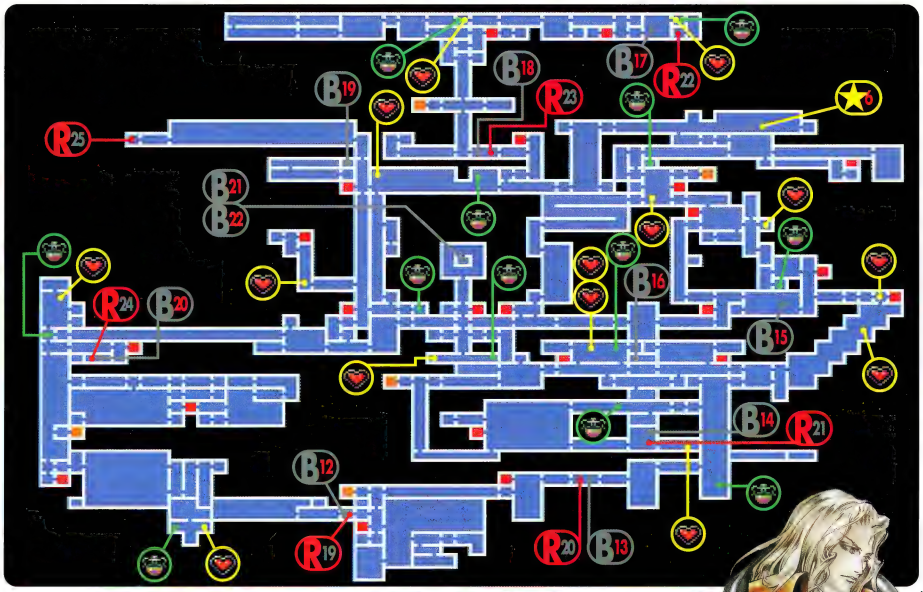
B1 Scylla
B2 Succubus
B3 Doppleganger 10
B4 Hippogryph
B5 Olrox
B6 Minotarus & Werewolf
B7 Slogra & Gaibon
B8 Cereberos
B9 Granfaloon
B10 Karasuman
B11 Richter Belmont

relics

R1 Holy Symbol
R2 Faerie Scroll
R3 Soul of Wolf
R4 Fire of Bat
R5 Ghost Card
R6 Leap Stone
R7 Gravity Boots
R8 Soul of Bat
R9 Sword Card
R10 Power of Mist
R11 Form of Mist
R12 Spirit Orb
R13 Bat Card
R14 Wolf 3
R15 Merman Statue
R16 Demon 2 Card
R17 Fairy 2 Card
R18 Wolf 2 Card

special

★1 Spike Breaker Armor
★2 Master Librarian (Shop)
★3 Holy Glasses
★4 Silver Ring
★5 Gold Ring



castle map 2

bosses	relics	special
B12 Darkwing Bat	**R19** Ring of Vlad	★**6** $2,000 Money Bag
B13 Medusa	**R20** Heart of Vlad	
B14 Akmodan II	**R21** Rib of Vlad	
B15 Beezelbub	**R22** Mist 3	
B16 Trevor, Grant & Sypha	**R23** Eye of Vlad	
B17 Galamoth	**R24** Tooth of Vlad	
B18 Death	**R25** Bat 4	
B19 Doppleganger 40		
B20 The Creature		
B21 Shaft		
B22 Dracula		

complete items list

For a price list of the items that the Merchant carries, please refer to the PSM Castlevania Tip Card elsewhere in this issue! Also, keep in mind that item descriptions listed below are written exactly like they appear in the game—some of them are helpful, and others are kind of lame.

WEAPONS

ITEM	DESCRIPTION
Alucard Sword	Mother's family heirloom
Alucart Sword	Resembles family sword
Badelaire	Power increases with game play
Baslard	Basic short sword
Bastard Sword	Hand-and-a-half sword

Bekatowa	Plain, easy-to-use war sword
Blue Knuckles	Knuckles for uppercut (use)
Broadsword	Simple mercenary's sword
Chakram	Sikh steel throwing ring
Claymore	Scotch 2-handed sword
Combat Knife	Flat combat dagger
Crissaegrim	Countless blades dice enemy
Cutlass	Sword of the English navy
Damascus Sword	Fine sword, honed to razor-edge
Estoc	German thrust sword (2-handed)
Falchion	Norman-curved sword
Firebrand	Fire sword of Oberon
Fist of Tulkas	Blessed by Tulkas the Valar
Flameberge	Flame-edged sword (2-handed)
Gladius	Sword of ancient Rome
Glaumdring	Sword forged by elves
Gram	The sword named Gram
Great Sword	Great sword of Aubec (2-handed)
Gurthang	Gets stronger when bloodied
Harper	Harper
Heaven Sword	Enchanted floating sword
Holbein Dagger	Swift upper diagonal attack
Holy Rod	Anointed rod
Holy Sword	Cross hit-strong vs. undead
Hunter Sword	Ivory-handled hunting sword
Icebrand	Ice sword of Mim
Iron Fist	Owned by karate master
Jewel Knuckles	Jewel-reinforced knuckles
Jewel Sword	Transforms enemies into jewels
Katana	Unsigned katana (2-handed)
Knuckle Duster	Iron-studded brass knuckles
Mablung Sword	Spirit sword, improves DEF
Mace	Iron cudgel
Metal Sword	Powerful sword of flame
Masamune	Legendary masamune katana (2-handed)
Moon rod	Rod with lunar markings
Mormegil	Black sword-strong vs. holy
Morningstar	spiked iron club
Moonblade	Feeds upon enemies' souls
Muramasa	Bloodthirsty sword (2-handed)
Namakura	Poorly made sword (2-handed)
Nunchaku	Strikes enemy twice
Obsidian Sword	2-handed Obsidian sword
Orcorist	Sword forged by elves
Osafune Katana	Osafune-made katana (2-handed)
Rapier	Long-bladed thrusting sword
Red Rust	Rusty red sword (cursed)
Runesword	Flying rune-inscribed sword
Sabre	Light cavalry sword
Scimitar	Single-edged curved sword
Shield Rod	Extra effective with shield
Short Sword	Common short sword
Shotel	Abyssinian curved sword
Star Flail	Flail with spiked balls
Stone Sword	May petrify enemies...
Sword Familiar	Sentient sword familiar
Sword of Hador	House of Hador heirloom
Takemitsu	2-handed sword
Talwar	Curved Indian sword
Terminus Est	Poisoned executioner's sword
Thunderbrand	Lightning sword of Indra
Tryfing	Cursed dark sword
Vorpal Blade	Slices cleanly through enemies
Were Bane	Effective against werebeasts
Yasutsuna	Yasutsuna-made katana (2-handed)
Zwei Hander	German 2-handed sword

ONE-USE WEAPONS

ITEM	DESCRIPTION
Bat Pentagram	Damages all enemies
Boomerang	Anti-aerial weapon
Buffalo Star	Razor-sharp master star
Bwaka Knife	Bwaka throwing knife
Cross Shuriken	Powerful throwing stars
Dynamite	Powerful! Be careful...
Fire Boomerang	Flaming boomerang
Flame Star	Flaming throwing star
Hammer	Unpetrify
Iron Ball	Plate lord's iron ball
Javelin	Throwing spear
Karma Coin	Coin with two effects
Magic Missile	Shoots a magic arrow
Monster Vial 1	Summons merman ally
Monster Vial 2	Summons bat ally
Monster Vial 3	Summons skeleton ally
Neutron Bomb	Damages all enemies
Pentagram	Damages all enemies
Power of Sire	Damages all enemies
Shuriken	Japanese throwing stars
TNT	Creates pillar of flame

ONE-USE ITEMS

ITEM	DESCRIPTION
Antivenin	Cures poisoning
Apple	Crunchy delicious apple
Attack Potion	Temporarily raises ATT
Banana	Best when nearly rotten
Barley Tea	Cool barley tea
Cheese	Delicious cheese
Dim Sum Set	Three dim sum dishes
Elixir	Restores all HP
Frankfurter	Local favorite
Grapes	Juicy seedless grapes
Grape Juice	Cooked with coconut milk
Green Tea	Japanese green tea
Ham and Eggs	Increases cholesterol
Hammer	Unpetrify
Heart Refresh	Restores 500 hearts
High Potion	Restores about half hp

Ice Cream	3-layer ice cream
Library Card	Enchanted library card
Luck Drug	Temporarily raises LCK
Lunch A	Lunch set a
Manna Prism	Restores all MP
Meal Ticket	Mystery food ticket
Miso Soup	Japanese miso soup
Morning Set	Eggs, toast, and coffee
Natou	Smelly fermented soybean
Peanuts	Honey-roasted peanuts
Pizza	New York style!
Pork Bun	Chinese pork bun
Pot Roast	Castlevania pot roast
Potion	Restores some HP
Ramen	Chinese ramen noodles
Red Bean Bun	Chinese red bean bun
Resist Dark	Resistance to darkness
Resist Fire	Brief resistance to fire
Resist Holy	Resistance to holy
Resist Ice	Brief resistance to ice
Resist Stone	Resistance to stone
Resist Thunder	Resistance to lightning
Shield Potion	Temporarily raises DEF
Shiitake	Japanese mushroom
Shortcake	Strawberry shortcake
Sirloin	Sirloin steak
Smart Drug	Temporarily raises INT
Strawberry	Ripe red strawberry
Strength Drug	Temporarily raise STR
Sushi	Toro, ebi, tamago
Tart	Strawberry tart
Toadstool	Poisonous mushroom
Turkey	Roast turkey
Uncurse	Removes curse
Wonder Drug	Resurrection drug

SHIELD

ITEM	DESCRIPTION
Alucard Shield	Strong vs. all attacks
Alucart Shield	Resembles family shield
Axelord Shield	Favorite shield of axe lords
Dark Shield	Unholy dark shield
Fire Shield	Shield with fire properties
Goddess Shield	Engraved with goddess image
Herald Shield	Shield with heart crest
Iron Shield	Hard iron shield
Knight Shield	Armored knight's shield
Leather Shield	Leather shield (low DEF)
Medusa Shield	Gorgon-headed shield
Shaman Shield	Shield used in magic ritual
Skull Shield	Shield with knight's crest

HEAD

ITEM	DESCRIPTION
Ballroom Mask	Mask used at a ball
Bandanna	Protects sensitive head parts
Cat-Eye Circlet	Big HP restore by cat damage
Circlet	Circlet
Dragon Helm	Frightens enemy, lowers DEF
Felt Hat	Felt hat
Goggles	Comfortable eye protection
Gold Circlet	Restores HP by holy damage
Holy Glasses	Sees beyond magical curses
Leather Hat	Tanned leather hat
Ruby Circlet	Restores HP by fire damage
Silver Crown	Increases intelligence
Steel Helm	Standard adventurer's helm
Stone Mask	Ancient ceremonial stone mask
Sunglasses	Cool-looking sunglasses
Topaz Circlet	Restores HP by poison damage
Velvet Hat	Velvet hat

CLOAK

ITEM	DESCRIPTION
Blood Cloak	Converts damage to hearts
Cloth Cape	Well-made but shabby-looking
Crystal Cloak	Enchanted semi-invisible cape
Elven Cloak	Perfect for forest camouflage
Joseph's Cloak	Select color (system menu)
Reverse Cloak	Dual-colored reversible cape
Royal Cloak	Gorgeous blue cape
Twilight Cloak	Black cape for vampires

BODY

ITEM	DESCRIPTION
Alucard Mail	Resists fire, lightning, ice
Alucart Mail	Resists fire, lightning, ice??
Axe Lord Armor	Wearer becomes an axe knight
Bornze Cuirass	Bronze cuirass
Brilliant Mail	Increases subweapon strength
Cloth Tunic	Simple cloth tunic
Dark Armor	Impervious to evil attacks
Diamond Plate	Diamond breastplate
Fire Mail	Strong vs. fire-based attacks
Fury Plate	DEF goes up when damage taken
God's Garb	Strongest of all armor
Gold Plate	Gold breastplate
Healing Mail	Restores HP while walking
Hide Cuirass	Tanned leather cuirass
Holy Mail	Strong vs. holy attacks
Ice Mail	Strong vs. ice-based attacks
Iron Cuirass	Iron cuirass
Lightning Mail	Strong vs. lightning attacks
Mirror Cuirass	Polished to resist stoning
Mojo Mail	Increases magic attack power
Platinum Mail	Platinum breastplate
Silver Plate	Silver breastplate
Spike Breaker	Spike-breaking armor
Steel Cuirass	Steel cuirass
Walk Armor	DEF increases with map coverage

OTHER

ITEM	DESCRIPTION
Ankh of Life	Improves heal item power
Aquamarine	Fairly valuable ring (you can sell)
Bloodstone	Improves blood-healing ability
Covenant Stone	Gemstone buckle STR + 15
Diamond	Highly valuable ring (you can sell)
Duplicator	Duplicates items (use)
Garnet	Valuable ring (you can sell)
Gauntlet	ATT + 5
Gold Ring	Inscription "wear... Clock..."
Heart Broach	Reduces heart consumption
King's Stone	Gemstone buckle STR + 10
Lapis Lazuli	Jewel that brings luck
Medal	DEF + 1 ATT + 1
Moonstone	Improves status after sunset
Mystic Pendant	Increases MP restoration rate
Nauglamir	Dwarven necklace DEF + 15
Necklace Of J	DEF + 5
Opal	Valuable ring (you can sell)
Ring Of Arcana	Increases rare item appearance
Ring Of Ares	Confers strength of 24 men
Ring Of Feanor	Increases overall strength
Ring Of Pales	Ring with holy powers
Ring Of Varda	Golden ring to rule over all!
Secret Boots	Discreetly increases height!
Silver Ring	Inscription "...in... tower"
Staurolite	Strengthens power of cross
Sunstone	Improves status after sunrise
Talisman	May absorb damage taken
Turquoise	Fairly valuable ring (you can sell)
Zircon	Sparkling ring (you can sell)

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PlayStation

IF HEAVEN IS ANYTHING LIKE
WRIGLEY FIELD ON A SATURDAY AFTERNOON,
THEN DEATH WOULDN'T BE SUCH A BAD THING.

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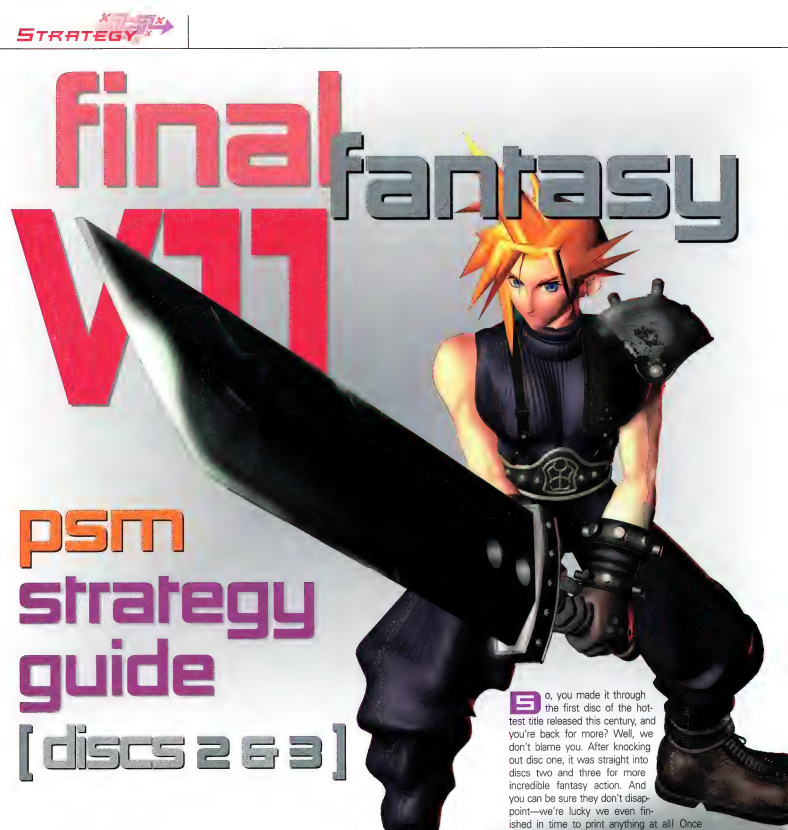
final fantasy VII

psm strategy guide

[discs 2 & 3]



So, you made it through the first disc of the hottest title released this century, and you're back for more? Well, we don't blame you. After knocking out disc one, it was straight into discs two and three for more incredible fantasy action. And you can be sure they don't disappoint—we're lucky we even finished in time to print anything at all! Once again, we pored over every detail in the game to bring you the most complete strategy guide possible. Read on, play on, and enjoy!

SPOILER ALERT!
This guide contains a complete walkthrough of discs two and three of *Final Fantasy VII* and should only be used when necessary.

After the exploration of Shell Village, it is now time to continue on with your quest...and disc two. As you leave the shell house, go left and you will see Sephiroth walking up to the North. Follow him up along the windy trail. You will come to an area with a spiky shell. Go behind it to get to a treasure chest, then climb up the shell staircase. Walk down the outer edge of the shell and into the nearby cave opening. Approach the second crack in the

wall and climb up it. You will have a choice of which direction you want to go; the correct order of choices is left, up, down, right, down, up, right, left, up. Make your way to the ladder and climb down it. Pick up the purple orb, head back up, and then go right to the next cave opening. Go through it and get the treasure chest, then head for the light. You'll emerge outside on the top part of the glacier region. Follow the snow-covered path up to the northwestern part of the continent until you see the Chocobo tracks. You can catch a Chocobo here if you want; otherwise, go right to the Glacier Village.

Glacier Village and Some Snowboarding

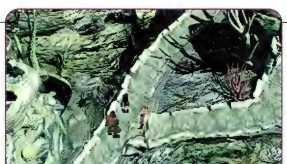
The first thing you should do is talk to the man at the far end of the village. As usual, some Shinra goons will show up. The female leader will attempt to hit you, but

▲ **Cloud carves it up in *FFVII*'s snowboarding sequence. Try to gather all the balloons, but don't hit the snowmen!**

you can easily dodge the blow by tapping left or right on the directional pad. If you do get hit, you'll simply wake up in a nearby house. Either way, go into the house located to the immediate east of you.

Talk to the boy (at the back of the house) and he will offer to give you his snowboard. Exit the house, then go to the next house on the right. You'll notice some items in the room to the west. Don't forget to take the map from the wall, as well. Talk with the various characters, then head to the Inn located to the west. You can rest here if you need to. An item is also up on the second floor by the window. Get it and proceed to the house on the left side of town. (This is the house where you wake up if you get hit by the Shinra woman.) Go downstairs and get the item by the window. While it is not necessary, you can activate the equipment located upstairs. If you do, you'll see a flashback sequence.

That's basically it for this village. If you need to purchase supplies, go to the house located at the southwest corner. When you are done, proceed to the west. A snowboard arcade sequence kicks in here. You can take four possible routes during the sequence, but they all eventually head to the same place.



▲ **Disc two opens with your party at the Shell Village. You'll need to follow Sephiroth to find your way out.**

Snowy Wilderness

As the sequence ends, you will find your party in the middle of a snowy landscape. The map you have will be very helpful here; you can look at it by hitting the square button (□). Your main objective is to make it to the red check mark, but feel free to explore the various areas on your way there. If you keep heading left from where you are, you will eventually come across a crashed plane, and then a cave with an item in it. Go up and then to the right. Keep heading right until you come to an area with a huge crater in it. From there, go south and then east until you see the log bridge. Cross it and continue south until you see the lone tree. Head south, and then west, until you see the lake. You'll find an item here. Head to the northwest corner, and jump onto the floating ice blocks. You will need to jump from block to block, but certain ones will sink when you are next to them. Make your way to the cave, get the item, and then leave. If you head up to the mountain pass area located to the east, you can find a blue orb. It is hard to see, however. Look carefully in the snow between the mountain pass and the lakes; it will be about halfway up the screen when the path repeats. After you get it, go to the lake. Touch the hot water on the left ban, then head back to the southeast mountain cave. Talk to the man, and he will then challenge you to a fight. If you beat him, you will receive a summoning orb.

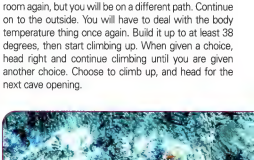
Note: During your journey through the snow filled areas, you will eventually collapse due to the cold. You'll wake up in a house. Go upstairs and talk to the old man; he will explain how to keep your temperature stable. After saving your game, head back outside to meet the rest of your party. If you have already seen everything, then you can head north into the mountain region.

Beating the Cold and the Mountain

As you climb the mountain, you will notice a gauge on the bottom right of the screen. This is your body temperature. It will slowly go down due to the cold, but you can keep it up by rapidly hitting the square button (□). The highest the gauge will go is 38. If you let it fall to below 27, you will find yourself back at the old man's house—and you will have to start all over again. Remember, you can only increase your body temperature when standing on the various flagged platforms. You can't do it while climbing.

Make your way up to the cave and enter it. Proceed underneath the two arches, go up the stairs, and continue west. As you climb up the stairs, you will notice a path that is blocked by a group of crystals. Get the treasure chest, then go through the nearby door. Head northwest and follow the path as it winds around the cave. Use the rock to smash the crystals that were earlier blocking your way. Backtrack your way to that path, and follow it as it leads you back outside. You will have to deal with the temperature like you did earlier. Climb up the mountain until you are given a choice. Choose to continue climbing up. When you're presented with another choice, go right. Make sure your body temperature is at a safe number, then continue climbing up. You will have to choose to go left or right. Go left, as the right path leads to a dead end. Continue climbing up until you reach the second cave opening.

Go to the save point located to the north and save your game. You will notice that there are several empty holes in the room, and that you can't get to one of the treasure chests. Get the treasure chest at the northeast corner, then head through the nearby door. Follow the curving path around the mountain, and enter the area with the icicles. You will have to fight the icicles to knock them into the room below. They will fill up those empty holes you saw earlier. This enables you to get the last treasure chest and also to enter the next ice room. Do so and get the treasure chest, then follow the curving trail around the mountain. You will wind up in the icicle room again, but you will be on a different path. Continue on to the outside. You will have to deal with the body temperature thing once again. Build it up to at least 38 degrees, then start climbing up. When given a choice, head right and continue climbing until you are given another choice. Choose to climb up, and head for the next cave opening.



▲ **Climbing snow-covered mountains can be dangerous—be sure you maintain a high body temperature.**

Before you save your game here, go over the glowing pool and examine it. It will restore all of your party's HPs and MPs. Then go ahead and save your game. Arm your party well, as you will soon be facing a miniboss. Head right and you will notice a mysterious character. Unfortunately, before you can talk with him, you will be attacked by the miniboss. It has two heads, which are vulnerable to certain types of attacks: use spells and other magical attacks against the right head; against the left head, use normal weapon attacks.

After you defeat the boss, return to the glowing pool to restore your party's health. Save your game. Head back down the long corridor you were just in until you end up outside again.

Energy Fields and the Outside World

Climb the right wall and you will be greeted with a FMV segment. Looks beautiful, doesn't it? Head down the mountain. Tifa will talk with you if she is in your party. If she isn't, then she will join it, and you will have to let one of your other party members go. If you keep heading right, you will be able to find a red summoning orb and another save point. Jump to the save point, save your game, and then jump into the background area. Continue left and you will see a sequence involving the Shinra airship. Go further left. You will encounter two shrouded characters and an energy shield. Talk to the two shrouded characters; they will give you items. Now you will have to make it through the energy field. Wait until the field becomes more transparent (it looks like the field slows down), then run through it. If you don't make it, you will have to fight a monster. Head north until you reach the second energy field. Don't forget to get the treasure chest. Wait until this field slows down like the other one, but this time you also have to dodge a green energy force. As with the first one, if you don't make it, you will have to fight another monster. Continue going north. You will eventually meet up with the dreaded Sephiroth. After you beat up his men, he will disappear and conjure up another miniboss to fight you.

The miniboss is not too difficult—just continuously pound him with summoning spells and let your limit breaks take his damage down. After you've defeated it, talk with Red VIII and then Tifa. Head north again to the chest and save point. Now you must face the third and final energy field. Not only do you have to wait until the field slows down, you also have to dodge both the green energy force and the lightning energy. Be patient, make your run, and then continue north again. Another flashback sequence will take place. Just talk with everyone and you will get through it. Eventually, everything will blow up. You, however, will be able to escape in Highwind—the cool airship.

Back to the Cannon Town

You now find yourselves in good ol' Cannon Town. Since Cloud is not there, you will have to control Barret.

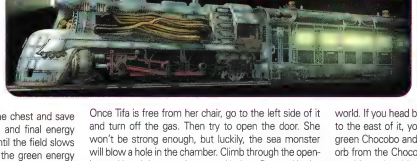
▼ **To control the airship, make your way to the cockpit and talk to the pilot.**

Follow Tifa as she is led away by the guards. It looks like she is going to be executed! Notice that the guard has dropped a key. As soon as you can control Barret again, attempt to open the door to the gas chamber. A long but exciting FMV sequence will then occur.

You won't be able to open the door, so go ahead and try to escape with Cait Sith. Head right after you leave the room, and then go right once again. Talk to the reporter at the forefront of the screen. She turns out to be Yuffie. She will join your party. Head to the left, and ride the vehicle elevator up to the Highwind. A sequence will follow, then you will be controlling Tifa. The object here is to get her out of the chair. Here are the various buttons and what they do:

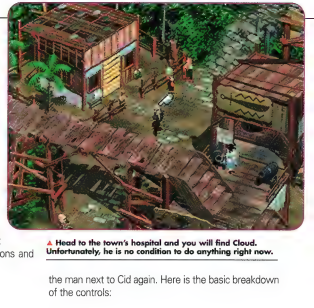
Triangle (△): Move the head
Circle (○): Move the left arm
X (X): Move the feet
Square (□): Move the right arm

You can also execute other button combinations to get Tifa to do other things. To save time, here is the correct order of button commands: X, X, △, X + △, △ + □, □.



Once Tifa is free from her chair, go to the left side of it and turn off the gas. Then try to open the door. She won't be strong enough, but luckily, the sea monster will blow a hole in the chamber. Climb through the opening and head down to the ground below. Proceed in the northwestern direction and the follow the path as it heads north. When you reach the sign that says "Sister Ray," go straight along the barrel of the cannon until you reach the female Shinra employee. After talking with you, she will try to slap you. You can do two things here. If you rapidly hit the circle button (○), you can slap her back and eventually knock her to the ground. She will call some guards, but you will get rescued by Barret as he flies by on the Highwind. If you don't slap her back, then she will knock you down. Barret will still rescue you, though.

As soon as you are in control of Tifa again, go through the door to your left and follow the signs to the cockpit. Barret and Cait Sith will be talking. After they are done, continue towards the cockpit and talk with Cid. After you are done talking with him, talk with Red XIII. Then talk to Cid again. After you are done with all that, talk with the man right next to Cid. He is the person who basically controls the airship. Head back out of the cockpit and go to the operations room. The man next to the door will explain how to fly the airship. Go into the operations room and talk with the person on the right. You will be able to change your party around, but you still won't be able to choose Cloud. If you talk with him again, you will have the options of restoring your party's health and saving the game. You are now ready to control the Highwind. Go back to the cockpit and talk with



▲ **Head to the town's hospital and you will find Cloud. Unfortunately, he is no condition to do anything right now.**

the man next to Cid again. Here is the basic breakdown of the controls:

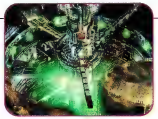
Square (□): Causes the ship to move forward
Circle (○): Lets you move the ship in any direction (sort of like strafing)
X (X): Causes the ship to land
Triangle (△): Lets you board the ship
Up, Down (↑, ↓): Causes the ship to ascend or descend
L1, R1: Do sharp turns in the left or right direction

If you are short of supplies, you might want to land and go into the Cannon Town to shop. A lot of the shops are now different, and they may have things that were not available earlier. After you have finished, get back on the ship and take a few minutes to explore the world. If you head back to the Glacier Town and then go to the east of it, you will find a little house. Inside is a green Chocobo and an old, purple man. Get the yellow orb from the Chocobo and buy any supplies you might need from the old man. There are several special places like this house, which can only be reached by the airship. Go through the world and see what you can find. Just remember—you can only land on grassy plains. This is probably the game designers' way of limiting where you can go.

Searching For Cloud

Now your party's main mission is to find Cloud. Head to the southeast continent. Look for the large forest and small village, then land nearby on a grassy plain. (They should be on the western part of the continent.) As you enter the town, Tifa will automatically talk with the cat. Finding out Cloud is here, she will run into the nearby hospital and talk with the doctors. Lo and behold, there is Cloud, but he is currently confined to a wheelchair. Talk with him and the whole story will be revealed. Since Cloud is not able to do much, Tifa decides to stay and help him recover. A couple of story sequences will occur, then you will find yourself back on the Highwind.

Since Cloud and Tifa are not present, you will be able to control Cid. Remember the save room with the old man? Well, go there now. It is the operations room, for those who may have forgotten. Choose the appropriate party members, then save your game. Walk back to the cockpit, where the rest of your party is, and don't forget to talk to Yuffie on the way. Take control of the High



▲ When the train leaves the Makoro furnace, you'll need to catch up to it, leap aboard, and take control. But can you stop it in time to save the town?

wind and land it on the ground again.

Reenter the town and talk with everyone outside. If you need any orbs, weapons, or items, purchase them from the various stores. Head up the stairs and cross the wooden bridge. Talk to the old man, and walk slowly to his left. You will hear a noise. Examine the area and you will find an item. You can enter the house and talk with the people, if you want. Go back to the ground. If you need to rest, you can spend a night in the hospital (just talk with the nurse). Nearby the hospital is a house with an item. After you are done, climb aboard the airship and get ready to head back to the town of North Corel.

Catching the Train

Fly to the eastern part of the main southern continent, the one with the Gold Saucer and Costa del Sol on it. Remember that cave to the southwest of Costa del Sol? Park the Highwind near it, and make your way to the deserted Makoro furnace you saw earlier in the game. Two Shinra guards are now outside the main door. As you enter, they will try to attack you. As soon as you defeat them, a train will leave from the furnace and head towards North Corel. Your mission, should you choose to accept it, is to stop the train before it gets to the town. Your party will automatically get on another train and start the chase, but you will have to supply the energy. Cid will take over the controls, and you will have to make him pull the levers that make the train go. A ten-minute counter will start counting down, so you will have to do the next couple of things as fast as you can. Press up on the directional pad (↑), then press the triangle button (△). Continue this in a smooth but rapid rhythm. The triangle causes Cid to pull the right lever; up causes him to pull the left lever.

As soon as the two trains are close together, Cid will jump over to the Shinra train and try to take it over. You will need about four to five minutes to beat all the opponents on the train, so be sure you get there within enough time. Each separate train car contains an enemy you will have to defeat. Be careful of what spells you use, though. A summoning spell can easily take off a good 30 seconds, and you need all the time you can spare. Make your way to the front of the train and beat the last two remaining guards. You will now have to slow down the train. Pressing up on the D-pad along with the triangle button (↑ + △) slows it down, and pressing the down and X buttons together (↓ + X) speeds it up.

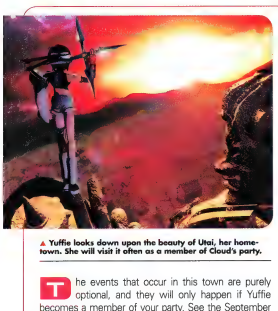
To save some time, the correct order of commands is ↑ + △, ↑ + △, ↑ + △. Don't worry if the train looks like it is going too fast, it will slow down before it hits the town.

Saving North Corel

If you don't make the train stop in time, it will crash into the town and destroy the camp. It may be impossible to finish the game if the town is destroyed, because you won't get the necessary items to continue. If you do manage to stop the train, you will get these items from the townspeople. You will also get an orb from the little boy. Be sure to go up the wooden ladder to the metal house, the one to the left of the hotel. Talk with the girl wearing the hat, and she will give you an item. That is pretty much it for this town—I'm certain that the citizens are happy you have saved them. Now it is time to continue back to the east.

Return to the Eagle Mountain (Minigame)

Remember the tall bird statue on the first continent? The Rock Town is located there. Well, head back there and climb up the various ropes to the man on the top floor. He will be standing on a crate, looking out the window. Talk with him, and choose the option to play the game. While you could have done this earlier, it is now mandatory. You must defeat the computer to continue with the game.



▲ Yuffie looks down upon the beauty of Utai, her hometown. She will visit it often as a member of Cloud's party.

return to utai: yuffie's hometown

The events that occur in this town are purely optional, and they will only happen if Yuffie becomes a member of your party. See the September issue of PSM for details on how to recruit her.

Now that you have the Highwind airship, you will be able to go pretty much anywhere on the world map. You still won't be able to enter a few places, but they are not important right now. Head back to Yuffie's hometown, Utai, and proceed to the tall tower in the background. If you follow the left-most path, you will eventually come to it. You could have done this whole thing earlier, but Yuffie has a much better chance of surviving now that she is more experienced. Talk to the old man on the bottom floor. He will ask if Yuffie wants to take on the challenge of the tower. If you continue on, you will to face five different opponents of varying strength. Here is the breakdown of each of the opponent's HPs:

Floor 1.....3,500 HPs
Floor 2.....4,000 HPs
Floor 3.....5,000 HPs
Floor 4.....7,000 HPs
Floor 5.....10,000 HPs

After each opponent is defeated, climb up the stairs to the next level and speak with the character that is waiting for you. Be sure to heal Yuffie after each battle. The game will not end if she dies, but you will have to restore her life to continue on this part of the game. After the fifth opponent is defeated, Yuffie will be given a red summoning orb. That is pretty much it for this town, so purchase any necessary equipment and then head back to the plane. You will return here later in the game for another optional event.

This is another one of those little extras that helps make *FVII* more than just a simple RPG. During the first disc, this minigame was merely an optional event. Now, however, it must be completed if you hope to continue on to disc three. Much like *Command & Conquer*, the game has a mix of strategy and action elements. The main goal is to protect your home base (the wooden shack) and destroy all of your opponent's men.

When you first start the game, the battlefield will be devoid of any men or equipment. The first thing you will have to do is place your army in ideal positions. You will notice a red border line; you can only place troops on your side of the border. You'll see three main paths that need to be defended. Here is a breakdown of the various troops and equipment you can use to protect them:

NAME	COST	HP	ATTACK	RANGE
Catapult (Rock)	480	100	18	1-5
Catapult (Flame)	600	120	25	1-6
Fighter	400	200	30	1
Attacker	420	180	25	1
Defender	440	220	35	1
Shooter	520	160	20	1-3
Revealer	480	160	10	1
Walker	400	160	15	1
Rock Dropper (1)	480	100	20	1-4
Rock Dropper (3)	1000	150	30	1-5

If you have a lot of money, then this game shouldn't be much of a problem. Just be sure to keep your base guarded at all times, and keep your troops moving forward. Keep fighting and eventually the enemy leader will show up. Once you beat him, you win the game.

After you defeat the game, the door to the outside will unlock. Go through it and you will find a red orb. Come back inside and take the ladder downstairs. Talk with the man who is sleeping at the wooden table to get an item. If you need any more items, go up the ladder to the right and shop around. Just remember to rest and save your game before you leave.

Cloud is Back

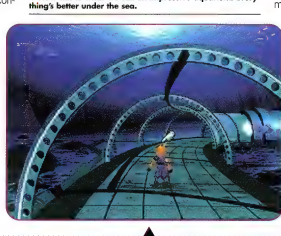
It is now time to return to the town where Cloud is convalescing. Board the Highwind and fly it back to the town on the southeast continent. Head to the hospital and talk with Tifa. Eventually, the screen will shake—if you head outside, you will find out why. A huge dragon is attacking the town, and it will attack you as soon as you come outside. It is pretty powerful, so use as many of summoning spells as you can. Keep a careful watch on your health, and replenish any characters that have less than 1500 HPs. If you continually bombard the dragon with spells and limit breaks, you should have no problem defeating him. He won't actually die; instead, he will fly away when his HPs drop to a certain level. Don't enjoy your victory too much, as you now must get out of the town before it is destroyed. Fortunately, this is taken care of for you.

▲ **The Highwind allows you to travel to areas that were previously not available to you.**

An FMV sequence showing Tifa and Cloud will start, which segues into the next scene. Talk with all three Clouds, then talk with the northern Cloud again. You will appear in a town that you've seen in a previous Cloud flashback. Talk with Cloud as soon as he appears in the shadows. Continue talking with him, and Sephiroth will eventually appear. Watch the various scenes that occur. As soon as you return to the area with three Clouds, talk with the one on the left. After that sequence has finished, talk with the final Cloud on the right side of the screen. Then talk with the "young" Cloud, who is standing by the window. Remember this house? Some more strange things will occur. Talk with the black Cloud, and then watch the joining of the black Cloud with the real Cloud. Follow the real Cloud up to the top part of the screen, and continue on into the town. This is the same town where Cloud had his flashbacks, way back in the first disc. Cloud will appear, but this time he is wearing his old Shinra soldier uniform. Some more flashbacks will occur, and you will learn a lot more about the relationship between Sephiroth and Cloud. Keep talking to Cloud and you will eventually return to reality.

Welcome to the Highwind, Cloud. The rest of the party will be here to welcome him back. Talk with the man at the front of the operations room, and decide who will be in your party. Don't forget to save your game. Proceed back to the cockpit, and talk to everyone. Take control of the Highwind by talking to the pilot, then go back to the town on the southeast continent. From the sky, it now only looks like an empty crater. Enter the town and purchase any items that you may need from the poor, homeless townspeople.

▼ **Now this is what we call an impressive aquarium! Everything's better under the sea.**



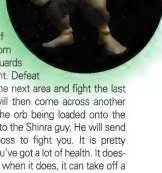
Optional Town Event

Check your item inventory to see if you have the Mimeto food. If you don't, then you should fly back to the Chocobo farm to get it. (Just purchase it from the boy in the barn.) It should only cost 1500 gils. When you have the food, climb up the left cliff in North Corel and walk up to the white Chocobo. Examine it, and you will be given the option to feed it the Mimeto. After feeding it, you will have a few more options. Choose to pet its ears. When you do that, you will receive a bonus green orb. That is it for the town. Get back on your airship and proceed to the Cannon Town on the main southern continent.

Return to the Cannon Town

Walk to the back of the town and talk to the guard near the huge elevator. He will let you ride it up to the main level for a whopping 10 gils. As soon as you get off the elevator, take a left and head through the nearest door. There is a save point here if you need it. Walk up the street to the underpass, and take the first left you see. There will be a group of soldiers here rehearsing. They will eventually stop and head to the end of the corridor. Go to the door at the bottom left of the screen (the "1" door). It will lead to another elevator, where you will have to fight a couple of guards. Get off the elevator and follow the hallways until you reach the save point. Save your game, then ride another huge elevator to the ground floor.

Now head north to the underwater pathway. Stay awhile and enjoy the fish, then continue on to the next building. Enter the building and activate the pink control panel. The door will close, water will be pumped out through the various tubes, then the door will open. Exit the room and you will find yourself in a new location: a submarine docking area. Continue moving along the walkway and enter the next room. There is another save point here, if you need it. The next room contains a couple of guards who you will need to fight. Defeat them, then proceed to the next area and fight the last couple of guards. You will then come across another metal walkway. Watch the orb being loaded onto the sub, then walk over to the Shinra guy. He will send a mechanical miniboss to fight you. It is pretty tough, so be sure you've got a lot of health. It doesn't attack much, but when it does, it can take off a couple thousands HPs. Try to destroy its arms first, as they can trap your party's members. Attacking with numerous summoning spells will ensure a certain victory.



After you defeat the miniboss, go left and get the treasure chest. Notice the guards in the background? Proceed to that submarine and fight them; just be sure to get the two treasure chests there, first. Cloud will enter the submarine automatically. Save your game and enter the bridge. You will have the option of letting the guards live or

the world of final fantasy VII

▲ **You can visit tons of new places on the second and third discs. Use this map to make sure you don't get lost.**

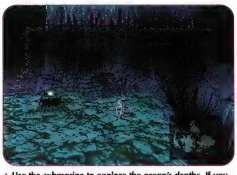
die—it's your call. Get in the pilot's seat and get ready for an arcade sequence. The object is simply to destroy the red submarine within the allotted ten-minute time limit. Here is a breakdown of the submarine's controls:

D-pad—left (←), right (→), ascend (↑), descend (↓)
Triangle (△)—moves submarine forwards
X (X)—moves submarine backwards
Square (□)—launches torpedoes
R1 or R2—switches camera views.

The Submarine Adventure

During this *Hunt for the Red...*submarine, you will encounter another submarine that will try to shoot you down. If you avoid the torpedoes at all costs, you should be fine. After taking down the red sub, you'll find out that the last big Materia is being shipped to Rocket Town for an obvious purpose. Time for our heroes to intercept. But first, make sure you get the third big Materia from the defeated red sub. Also, search the ocean for a not-so-secret key to the Ancients. You'll need this key for later, so hold on to it. (Hint: It is hidden in a narrow cavern near the middle continent.)

Now, have your party board the other sunken air carrier on the ocean floor. Lots of cool items are aboard the ship, but some tough monsters, as well. We suggest you run. You'll also run into Rude and Reno in the carrier. They're not too tough. Once you've pillaged the plane, head for Utai. You may encounter or see one of the Weapon monsters roaming around the ocean floor. This creature is a new addition to the game (meaning it wasn't in the original Japanese version of *FVII*! Do not—and we repeat—do not engage this creature! It will toast your party within seconds! You'll want to build up your stats a bit more before tackling this monster.



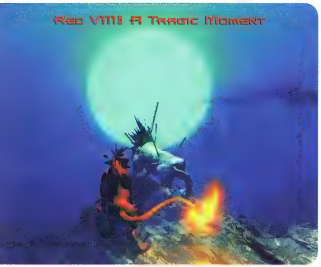
▲ **Use the submarine to explore the ocean's depths. If you are not careful, you will encounter one of the new monsters added to the U.S. version of *FFVII*.**

Back to Utai

Pilot the sub back to the cannon town and board your airship. Head back to Utai, Yuffie's hometown on the eastern continent. Remember the mountains with the statues carved in them? Go up the mountain and head into the cave. If you walk up to the flames, you will now be able to extinguish them. Get the treasure chest and blue orb that are now revealed. Now it's time for another visit to Rocket Town.

The Rocket Town

As your party arrives at Rocket Town, it will immediately want to head towards the rocket, where a battle against Rude and some Shinra guards will ensue. After defeating them, head towards the rocket's command center. The Shinra are planning to bombard the Meteor with the Materia-encased rocket in an attempt to destroy it! To retrieve the Materia from the rocket, you must enter a passcode correctly. Here's the code: ○, □, X, X. After doing this, head towards the airship and Cosmo Canyon for a chat with Bugenhagen.



Cosmo Canyon

After arriving at Cosmo Canyon, Bugenhagen will tell you that you must go back to the Shell Village (the burial ground of the Ancients), and that he will be accompanying you for this particular journey. Before leaving, you will be given a choice of what to do with your four big pieces of Materia. Possessing or having mastered certain types of Materia will play a role here. If you don't have all the listed requirements needed for a certain Materia, you can always come back later and pick them up when you are ready. Here's the table of outcomes:

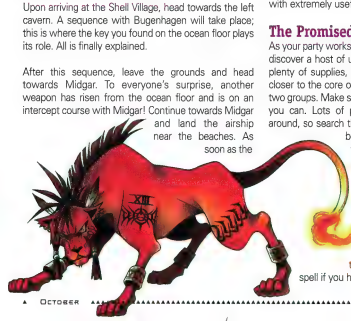
Materia

Color	Produces	Requirements
Blue	Bahamut Eishiki	Must have Bahamut Materia and Neo Bahamut Materia
Yellow	Master Command	Must have all 13 command Materia at Master level
Red	Master Summoning	Must have all 16 summoning Materia at Master level
Green	Master Magic	Must have all 21 magic Materia at Master level

Burial of the Ancients

Upon arriving at the Shell Village, head towards the left cavern. A sequence with Bugenhagen will take place; this is where the key you found on the ocean floor plays its role. All is finally explained.

After this sequence, leave the grounds and head towards Midgar. To everyone's surprise, another weapon has risen from the ocean floor and is on an intercept course with Midgar! Continue towards Midgar and land the airship near the beaches. As soon as the weapon reaches shore, move your party in and prepare for a short but furious battle. After your fight, a battle between Midgar and the weapon will ensue. When the battle is over, the crater up north will have sustained damage to its shielding. Go there and a brief sequence will occur. Now head back into the structure of Midgar and finish the twisted Hojo once and for all.



Battle At Midgar

Your party will have to make its way covertly to the Sister Ray. Follow Cait Sith until you confront the Turks. Upon reaching them, you'll have the choice whether to fight them or not.

When your party finally reaches the outskirts of the gun area, a battle with Heideggar, Scarlet, and a huge mech will occur. They're not too tough, but be cautious. The Sister Ray and a battle with Hojo is now all that stands in your way. Take him out. He's a tough cookie, so be prepared. Following the fight, you will learn that only seven days are left before the Meteor bombards the planet. The final battle is at hand—Sephiroth awaits.

If you haven't done the Chocobo breeding yet, now's a good time. The Knights of the Round spell is powerful, causing a minimum of 100,000 points of damage to an opponent. We suggest getting this spell before moving in on Sephiroth. And that's it for disc two!

Disc Three

Before we get started, it is important to note that you can embark on plenty of subquests that are not necessary for the final objective. For instance, three more weapons are terrorizing the world. One is underwater; another can be found airborne; and the last one is located in the desert area of the Golden Saucer. All are extremely powerful, but they can provide your party with extremely useful items and experience points.

The Promised Land....

As your party works its way down the inner caves, it will discover a host of useful items. We suggest you bring plenty of supplies, especially Ethers. As you descend closer to the core of the crater, your party will split into two groups. Make sure you search for as many items as you can. Lots of powerful Materia orbs are spread around, so search thoroughly. Sure, the monsters may be tough; but these items are well worth the search. Definitely search out the Save Point item. This item lets you plant a save point right near the "point of no return" (you'll know what we're talking about when you get there).

Once you reach the bottom, you'll face Jenova! She's not too tough. Use the Knights of the Round spell if you have it and she'll be dead in no time.

Next is Sephiroth 1.0. You'll have the option of switching between two groups of parties. If you can, stay focused on one party. Once again, use the Knights of the Round spell. Sephiroth is toast, for now.

So, you think he's finished? Ha! Think again. Sephiroth 2.0 is next in line, and boy is he tough. Keep your party healthy and alive at all costs; this is the key to beating him. Good luck.

Nice going—now you've beaten both versions of Sephiroth. Think it's over *now*? No way—one more battle between Cloud and Sephiroth awaits. If you can defeat him, victory is yours. But what will happen to the planet? Can the Meteor be stopped? Rest assured the ending will surprise you....

That's it for our massive two-part *FVII* strategy guide. We hope you managed to exercise some self-control throughout, and didn't let our guide do all the work for you. No matter, really—this game rocks anyway you slice it. We're already looking forward to *Final Fantasy VIII*....

▲ **Will we ever learn the secrets of Jenova? Perhaps *FFVIII* will reveal more....**

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PlayStation

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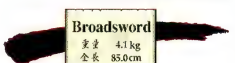
Bushido Blade
advanced moves list

Each weapon has its own specific moves, as well as its own unique strategy. In addition, the weapons have some high-level moves that you can initiate from all stances. These moves apply to all characters.



Broadsword

Upper Stance

Double crown crush	△, △
Double crown crush and scoop upward	△, △, X
Crown crush while retreating	hold ←, △
Cut off while dodging left	hold ←, ○
Cut off while dodging right	hold →, ○
Leveled double attack	○, ○
Knee crush and chin crush	X, X
Step and crown crush	→, →, △
Step and cut off	→, →, ○
Step and knee crush	→, →, X
Jump and crown crush	←, →, △
Shirahae	←, →, ○

Middle Stance

Hipbone crush and cut off	○, ○
Yahiroyuhi	○, ○, X
Sweep while retreating	hold ←, ○
Hipbone crush while dodging left	hold ←, ○
Hipbone crush while dodging right	hold →, ○
Step and crown crush	→, →, △
Step and hipbone crush	→, →, ○
Step and sweep at feet	→, →, X
Spinning attack	←, →, ○

Lower Stance

Meido	X, △
Sweep and strike and crown crush	hold ←, ○, △
Sweep and strike	hold ←, ○
Knee crush while retreating	hold ←, X
Senpugiri while dodging left	hold ←, ○
Senpugiri while dodging right	hold →, ○
Strike down with one hand	→, →, ○
Double skull crush	△, △
Jump and crown crush	←, →, △
Spinning shin attack	←, →, ○
Hayatebachi	○, ○

Katana

Upper Stance

Strike from top to bottom at trunk	△, ○
Strike diagonally and strike at head	○, △
Fence off	hold ←, △
Strike from top to bottom while retreating	hold ←, ○
Strike at trunk while dodging left	hold ←, ○
Strike at trunk while dodging right	hold →, ○
Step and strike from top to bottom	←, →, ○
Spin, jump, and strike	X, △
Fence off and slash diagonally	hold ←, △, △
Pierce down	→, →, ○
Superigiri: slash at feet	←, →, X

Middle Stance

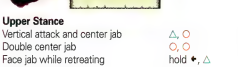
Diagonal double attack	○, ○
Fence off	hold ←, △
Aim from the side while retreating	hold ←, ○
Strike at trunk while dodging left	hold ←, ○
Diagonal triple attack	○, ○, hold →, ○
Strike from top to bottom at trunk	△, ○
Strike from top to bottom at trunk	△, ○, ○
Strike from top to bottom at trunk twice with longer reach	△, ○, △
Strike at trunk while dodging right	hold →, ○
Strike from top to bottom with big step	→, →, △
Run and jab	→, →, ○
Fence off and slash diagonally	hold ←, △, △
Sweep and jab	→, →, ○, ○
Sweep and strike at head	→, →, ○, △
Jump and strike at trunk	→, →, X
Strike at head from top to bottom	→, →, △
Sweep	→, →, ○

Lower Stance

Cross	△, X
Strike at trunk twice	○, ○
Spin and strike while retreating	hold ←, X
Spin and slash while moving left	hold ←, X
Spin and slash while moving right	hold →, X
Step and jab to the gut	→, →, X
Hoso Suriage	→, →, △
Futo Suriage	→, →, ○
Kawasemi Issen	X, ○

All Stances

Jyanome	hold → + R2, R1, X
Kabutowari	hold → + R2, △
Kanetataki	hold → + R2, X
Jigahachi	△ hold → + R2, X



Rapier

Upper Stance

Vertical attack and center jab	△, ○
Double center jab	○, ○
Face jab while retreating	hold ←, △
Suzumehirashi	hold →, X
Left step and center jab	hold ←, ○
Right step and center jab	hold →, ○
Step and vertical attack	→, →, △
Step and center jab	→, →, ○
Jump and scoop upwards	←, →, △
Lower jab and vertical attack	X, ○
Step and backhand blow	←, →, ○

Middle Stance

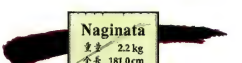
Double jab	△, X
Triple jab	△, X, △
Shirisogi-nadegiri	hold ←, ○
Left step and face jab	hold →, △
Right step and face jab	hold →, △
Step and face jab	→, →, △
Step and center jab	→, →, ○
Sanzu-watashi	△, X, △, ○
Shuffle and face jab	→, →, △
Tametsuki: combo jab	→, →, ○
Sanzugoe	△, X, △, ○, ○

Lower Stance

Shuffle and lower jab	X
Kazari-sumimatoi	X, ○
Double face jab	△, △
Suminagashi	hold ←, ○
Sweep at feet in crouching position	hold ←, X
Left step and Makigiri	hold ←, ○
Right step and Makigiri	hold →, ○
Okinatsuki	→, →, △
Short-range face jab	→, →, ○
Jump and Musogiri	→, →, X
Sumimatoi	←, →, △
Step and Makigiri	←, →, ○

All Stances

Hoso Jyanome	hold →+R2, X
Jyanome	hold → + R2, R1 + X



Naginata

Upper Stance

Strike at head twice	△, △
Strike at head three times	△, △, △
Strike at shin in crouching position	hold ←, X
Strike at head while retreating	hold ←, △
Strike at trunk while dodging to the left	→, ○
Strike at trunk while dodging to the right	←, ○
Step and strike at trunk	→, →, ○
Strike at trunk twice	○, ○
Run and swing upwards	←, →, △
Run and strike at trunk	←, →, ○

Middle Stance

Diagonal attack and sweep at feet	○, X
Suichoku-uchi Furue	△, ○
Step and sweep at feet while moving right	hold →, X
Short jab while retreating	←, ○
Strike at trunk while dodging left	hold ←, ○
Strike at trunk while dodging right	hold →, ○
Jab	hold →, ○
Shiranui	→, →, ○
Jab towards ground	←, →, △
Jab twice	hold →, ○, ○

Lower Stance

Two-way jab	←, →, △, ○
Three-way jab	←, →, △, ○, X
Step and jab at shin	hold →, X

Rear attack	hold ✦, ○
Jab towards ground while retreating	hold ✦, X
Strike at trunk while dodging left	hold ✦, ○
Strike at trunk while dodging right	hold ✦, ○
Strike at face	✦, ✦, △
Akaneshiden	○, ○
Double reverse diagonal attack	△, X
Benishiden	X, ○
Kasumibouki	✦, ✦, △

Upper Stance

Quadruple vertical blow	△, △, △, △
Vertical trunk blow	○, ○
Vertical blow while retreating	hold ✦, △
Diagonal blow while dodging left	hold ✦, ○
Diagonal blow while dodging right	hold ✦, ○
Step and vertical blow	✦, ✦, △
Step and diagonal blow	✦, ✦, ○
Step and swing upward	✦, ✦, X
Jump and vertical blow	✦, ✦, △
Jump and trunk blow	✦, ✦, ○

Middle Stance

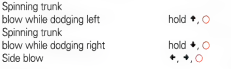
Diagonal and vertical blow	○, △
Diagonal and vertical blows with trunk blow	○, △, ○
Side sweep while retreating	hold ✦, ○
Diagonal blow while dodging left	hold ✦, ○
Diagonal blow while dodging right	hold ✦, ○
Step and vertical blow	✦, ✦, △
Step and diagonal blow	✦, ✦, ○
Spinning jump and vertical blow	✦, ✦, △
Spinning blow	✦, ✦, ○
Double vertical blow	△, △

Lower Stance

Leg crush vertical blow	X, △
Double advanced vertical blow	△, △
Sweep at feet while retreating	hold ✦, X
Spinning trunk blow while dodging left	hold ✦, ○
Spinning trunk blow while dodging right	hold ✦, ○
Side blow	✦, ✦, ○

All Stances

Kabutowari	hold ✦ + R2, △
Jigahachi	hold ✦ + R2, X



Upper Stance

Strike twice	△, △
Koku-zan	△, △, hold ✦, △
Strike while retreating	hold ✦, △
Strike at the knees from crouching position	hold ✦, X
Strike at trunk while dodging left	hold ✦, ○
Strike at trunk while dodging right	hold ✦, ○
Single-handed strike	✦, ✦, △
Diagonal attack turn	✦, ✦, ○
Diagonal double attack	○, ○
Strike at knees and	
Strike with one hand	X, △
Strike and swing upward	△, X

Middle Stance

Diagonal double attack	○, ○
Tsubame-otoshi	○, ○, hold ✦, △
Vertical strike	hold ✦, X
Strike at trunk while retreating	hold ✦, ○
Strike at trunk while dodging left	hold ✦, ○
Strike at trunk while dodging right	hold ✦, ○
Step and behead	✦, ✦, ○
Strike at head from top to bottom	✦, ✦, △
Scoop the weapon	✦, ✦, ○
Scoop the weapon and strike at trunk	✦, ✦, ○, ○

Lower Stance

Gyotenzan	X, △
Cross	△, X
Strike at knees while retreating	hold ✦, X
Sune-Fuiuchi	hold ✦, X
Strike at trunk while dodging left	hold ✦, ○
Strike at trunk while dodging right	hold ✦, ○
Step and strike at trunk	✦, ✦, ○
Wakiharai Kaeshi	○, ○
Step and strike at knees	✦, ✦, X
Jump and strike from top to bottom	✦, ✦, △
Spinning attack	✦, ✦, ○

All Stances

Kabutowari	hold ✦ + R2, △

Upper Stance

Vertical attack and sweep at feet with one hand	△, X
Vertical attack while retreating	hold ✦, △
Vertical attack while dodging left	hold ✦, △
Kitsutsuki	○, ○
Vertical attack while dodging right	hold ✦, △
Ninkyogiri	✦, ✦, △
Step, spin, and slash with one hand	✦, ✦, ○

Middle Stance

Vertical attack	△
Single-handed diagonal attack	○
Sweep at feet with one hand	X
Double single-handed diagonal attack	○, ○
Triple single-handed diagonal attack	○, ○, ○
Strike at feet with one hand while retreating	hold ✦, ○
Single-handed diagonal attack while dodging left	hold ✦, ○
Single-handed diagonal attack while dodging right	hold ✦, ○
Jump and strike at head with one hand	hold ✦, ○
Seneugaeshi	△, X

▲ Learn each stance well, as each has its own advantages.

Lower Stance

Shishi-Otoshi	X, △
Shishi-otoshimen	X, △, △
Attack while arching back	hold ✦, ○
Swing upwards while retreating	hold ✦, X
Onidaiko	△, ○
Sairo	hold ✦, ○, △
Single-handed spinning attack while sliding left	hold ✦, ○
Single-handed spinning attack while sliding right	hold ✦, ○
Step and rear attack	✦, ✦, ○
Koro	hold ✦, ○, ○
Jump and pierce down	✦, ✦, △

All Stances

Jyanome	hold ✦ + R2, R1, X

Upper Stance

Single-handed vertical trunk attack	△, ○
Kamaitachi	△, ○, ○
Vertical attack while retreating	hold ✦, △
Scoop up while dodging left	hold ✦, ○
Scoop up while dodging right	hold ✦, ○
Step and vertical attack	✦, ✦, △
Step and sweep at feet	✦, ✦, X
Jump and vertical attack	✦, ✦, △
Single-handed jab	✦, ✦, ○
Double scoop	○, ○

Middle Stance

Sweep at feet with one hand plus spinning diagonal attack	X, △
Midaregiri	X, △, ○
Strike while retreating	hold ✦, ○
Single-handed diagonal attack while dodging left	hold ✦, ○
Single-handed diagonal attack while dodging right	hold ✦, ○
Shizukuryu	✦, ✦, ○
Vertical strike	✦, ✦, ○
Single-handed diagonal attack with return	○, ○
Kannongiri	○, ○, △

Lower Stance

Vertical Ninkyogiri	△, △
Single-handed feet attack with return	hold ✦, X, ○
Single-handed jab	hold ✦, ○
Shirizoki Musubi	hold ✦, X
Single-handed attack at feet	hold ✦, X
Single-handed trunk attack while dodging left	hold ✦, ○
Single-handed trunk attack while dodging right	hold ✦, ○
Bosatsugiri	hold ✦, X, ○
Step and sweep at feet	✦, ✦, X
Ninkyogiri	✦, ✦, △
Homuraryu	✦, ✦, ○
Kusabi-uchi	X, △

All Stances

Noborimai	hold ✦ + R2, X

Code Junkies

your complete monthly source for all the newest and coolest playstation cheats

Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em *now*. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

We're back again with this month's dose of kick-ass codes for your nagging addiction! It's been a struggle, and we've had to break a few legs, but here's yet another batch of cool codes. Plus, we found a new advanced attack for *Twisted Metal 2*—it's amazing how after being out for almost a year, this game still has hidden treasures in it. Is that deep, or what?

Battle Arena Toshinden 2

Play as the Bosses

Any game that has a little girl as the last boss must be cool. To play as any of the bosses, you will have to do some work. First, put the difficulty level on "Stress Relief" and finish the game with each character to earn their counterparts (the sub-bosses). Next, change the game difficulty to "Very Hard" and beat the game with any sub-boss. This will add Sho to the character select screen. (Keep the difficulty set at Very Hard for the rest of the process.) Beat the game with Sho, then with a sub-boss, and finally with a normal character to gain Abel. To earn Veil, beat the game with Abel, then with a sub-boss, and then with any normal character. Finally, to access Naru and Kayin's little daughter, beat the game with Veil, then with a sub-boss, and then with a normal character. You must not use any continues while trying to get the four bosses.

◀ **Sho has similar moves to Eiji and Kayin. He has been a staple boss for the *Toshinden* series.**

Change Text Color on the Loading Screen

Here is an extremely stupid trick for *BAT 3*. While the game is loading, you can change the color of the words "Now Loading" by pressing any button. Although it's really the epitome of worthless, it does make the loading time somewhat interactive—kind of like that "door close" button in elevators. They might not do much, but they still make you feel a little better when you push 'em.

Felony 11-79

The Last Three Hidden Cars

Last month, we gave you the ultimate drivers handbook. This month, just as promised, we have the final three hidden cars for you.

GTK: On the Sea Side level, pass the radar checkpoint going at least 120 mph—55 mph over the speed limit.

SSP: On the Sea Side level, pass the radar checkpoint going at least 150 mph—85 mph over the speed limit.

The Remote Control Car: Go to the shopping center at the end of the Paris stage. Find the cash registers on the left wall and find the box containing the car. Just crash into it, and you will see an "Item Taken" message.

Buster Bros. Collection

Stage Select for Super Buster Brothers and Buster Buddies

Press START at the title screen. then select either *Super Buster Bros.* or *Buster Buddies*. Next, hit Game Start at the next title screen and choose either a one- or two-player game. Finally, highlight Tour Mode for *Super Buster Bros.*, or Normal Game on the difficulty screen in *Buster Buddies*. With Tour Mode or Normal Game highlighted, press ✦ on the D-pad and press X. In *Super Buster Brothers*, you will be brought immediately to the Stage Select screen. In *Buster Buddies*, just pick a character to play as to take you to the Stage Select screen. Now highlight a stage and press X to play.

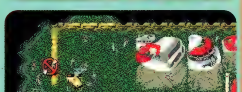
▲ **Any stage you want man, we've got 'em all. Choose level 40, c'mon I dare ya!**

▲ **Show your friends your favorite piece of fine art without playing through the game. Yippee!**

Command and Conquer

Japanese Mode

Go banzai with the wacky "Japanese Mode" password. Just enter GODZILLA into the password screen and start a new game. Most of the dialog during gameplay will now be in Japanese.

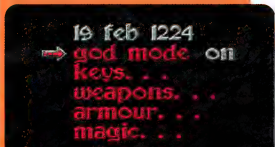


▲ **Now you can imagine that Japan has a military.**

Hexen

The Elusive Cheat Menu

From the main game menu, select Options. Then select Controller. Once in the configuration menu, hold down R2 and press ✦, ✦, ✦, □, X. You will hear a sound if the code was entered correctly. Once it has been entered, return to the main menu to find a new option called "Cheats." To access Cheats, you must start a new a game and hit the START button to pause. Select Cheats and you will see various options to make gameplay easier, such as "God Mode," weapons, keys, and so on. Set the cheats up to your liking, and quit the cheats menu. Unpause your game and the cheats will now be activated.

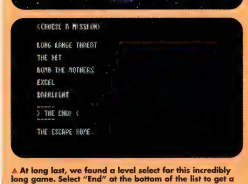


Darklight Conflict

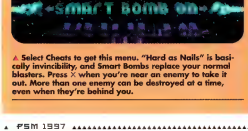
Extra Menu

With over 50 missions in the game, you'll have to log a lot of space-fighting time before you see all of them—unless you have this supreme code. It gives you a level select as well as a cheat menu. The cheat menu features invincibility and smart bombs that destroy all enemies in close proximity to your ship.

From the main menu, enter the options screen and press ↑, ↑, ↑, □, ←, ←, L1, R1, ○. Exit this screen, and you will see a new choice on the main menu named "Extra." Select this to access the cheats.



At long last, we found a level select for this incredibly long game. Select "End" at the bottom of the list to get a final cinema.

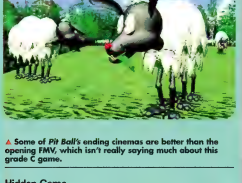


Select Cheats to get this menu. "Hard as Nails" is basically invincibility, and Smart Bombs replace your normal blasters. Press ✕ when you're near an enemy to take it out. More than one enemy can be destroyed at a time, even when they're behind you.

Pit Ball

View All the Final FMVs

To view all the FMVs without completing the game with each of the characters, simply highlight the FMV Test under options and press ↑, ↑, □, ○. Enter the FMV Test and highlight the FMV you want to see.

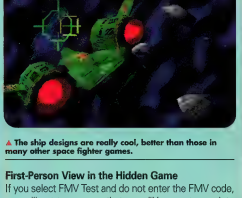


Some of *Pit Ball*'s ending cinemas are better than the opening FMV, which isn't really saying much about this grade C game.

Hidden Game

Every now and then, a code comes along that makes a lame game much more fun. Hidden in *Pritball* is a space shooter in which you fly around shooting asteroids to an ambient soundtrack for two minutes. I've actually spent more time playing this fun hidden game than the actual game. I wonder what that says about the title...?

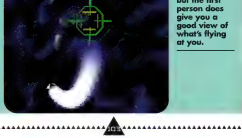
To play the hidden game, enter the FMV test where the list of endings are. On any FMV, press □ + ○. You may have to press them a few times to get it to work. The FMV you press this on determines what kind of ship you'll be flying.



The ship designs are really cool, better than those in many other space fighter games.

First-Person View in the Hidden Game

If you select FMV Test and do not enter the FMV code, you will get to a screen that says "You must complete game." While on this screen, press □ + ○ to enter the hidden space shooter and have a first-person.view of the action.



It's not as cool as using one of the slick-looking space ships, but the first person does give you a good view of what's flying at you.

tip lines

Need a little extra help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain these lines, so we aren't responsible for the information available on them.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(310) 369-3900
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(415) 507-4545
Maxis	(510) 933-5630
Microprose	(410) 771-1151
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Vic Tokai	(900) CALL VIC
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

Porsche Challenge

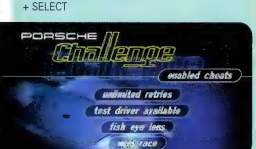
All the Slammin' Codes You Could Ever Want

It's codes like these that keep you hooked. Enter them all at the main menu; if they don't work at first, try again because they have to be entered quickly and accurately.

Unlimited Tries: L1 + L2, R1 + R2 + □
Test Driver Available: ↑ + □, ↑ + SELECT + ○

▲ This code gives you the smooth-looking and extremely zippy Test Driver.

Fish-Eye Lens: △ + □ + ○, L1, L2, R2, R1
Tune Test Driver: ↑ + ○, ↑ + SELECT + □
User Car Jumps: □, ○, □
All Cars Jump: ↑ + □, ↑ + ○, ↑ + □, ↑ + ○, ↑ + □, ↑ + ○
Mad Race: ↑, ↑, ↑ + SELECT
Invisible Car (crashes the game): □ + ○, L2 + R2, □ + ○, L1 + R1, □ + ○
Hyper Car: SELECT + □, SELECT + ○, SELECT + □ + ○
Mirror Mode: ↑ + ○, ↑ + △, ↑ + □
Interactive Tracks Available: ↑ + START, ↑ + START, SELECT, START
Long Tracks Available: ↑ + SELECT, ↑ + SELECT, START, SELECT
High Voices: ↑, △, ↑, △
End Game (Credits + FMV): □, ○, ↑ + SELECT, ↑ + SELECT



▲ All the cheats are listed on this screen.

Kush Hour

Super Codes

Just in time to add more gameplay to this top-down racer, we've got some spicy codes. All codes must be entered when the word "Start" appears on the title screen. A sound will confirm whether or not you entered the code correctly.

Super Cars: ↑, ↑, ↑, X, ○, □
Bonus Track: X, ↑, △, ↑, R1, L1
Reversed Tracks: ↑, △, R1, ○, L1, ↑
Super Championship Race: ↑, □, ↑, ○, ↑, X

Triple Play '98

Entertaining Sound Effects

Make the commentary and sound effects more entertaining with some cool codes. These are a great example of how cheats can add depth to your game experience. Enter all codes during actual gameplay.

Crowd and Stadium Commentary
Press and hold L1 + L2 + R1 + R2, then tap □, ○, □.

Weather Commentary
Press and hold L1 + L2 + R1 + R2, then tap ○, X, ○.

Commercials
Press and hold L1 + L2 + R1 + R2, then tap △, ○, △.

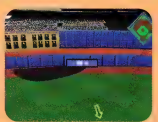
Make the Crowd Cheer You
Press and hold L1 + L2 + R1 + R2, then tap ↑, X, ↑, X, △.

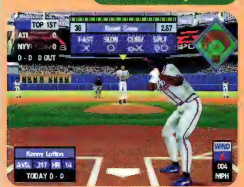
Make the Crowd Boo You
Press and hold L1 + L2 + R1 + R2, then tap ↑, X, ↑, X, X.

Automatic Home Run and Strike Out Cheats

I'm not quite sure why you would want to use these codes, as they help the other team. But hey, they're codes, aren't they?

Automatic Home Run: You can force a home run when pitching by pressing and holding L1 + L2 + R1 + R2, then tapping ↑, △, ↑, ↑, □, ○, ↑, X.





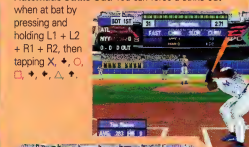
Twisted Metal 2

Homing Napalm Advanced Attack

The codes just don't stop coming with this game—I'm positive more treats are hidden inside. If you find anymore, let us know! During gameplay, fire a napalm with at least one in reserve. Keep the fire button pressed, and enter the following button sequence: ↑, ↓, ↓, ↑, ↑, ↓, ↓, ↑. Your napalm will seek out its victim, but you still need to aim it in the right general direction. You will also get 10 new napalms.

▲ You cannot escape my flesh-seeking fire!

Automatic Strike Out: You can force a strike out when at bat by pressing and holding L1 + L2 + R1 + R2, then tapping X, ↑, ○, □, ↑, ↑, △, ↑.



▲ Here's one of the four new sporty Super Cars unlocked with the Super Car code.

▲ Play on the extra track without having to go through the entire game—do we know what you want or what?

game shark codes

You must have a Game Shark to use these codes.

COOLBOARDERS
Snowman and Extra Boards.....801ef82e0017
Tiny Boarder.....8018ef280f00

DYNASTY WARRIORS
Infinite Health Player One.....800b2cdc00c8
Infinite Health Player Two.....800b364c00c8

OVERBLOOD
Laser Knife.....800ef4ec0001
Hand Gun.....800ef5080001
Stun Gun.....800ef5180001
Emergency Spray.....800ef5340001

RAGE RACER
Infinite Cash.....8019c610c9ff
Infinite Cash.....8019c6123b9a

RUSH HOUR
Reverse Mode.....801074d6ffff

SOUL BLADE
All Weapons For Seung.....800ea342ffff
800ea358ffff
All Weapons For Li Long.....800ea346ffff
800ea35cffff
All Weapons For Voldo.....800ea348ffff
800ea35effff
All Weapons For Rock.....800ea34effff
800ea364ffff
All Weapons For Seigfried.....800ea34cffff
800ea362ffff
All Weapons For Mitsurugi.....800ea340ffff
800ea356ffff
All Weapons For Taki.....800ea344ffff
800ea35affff
All Weapons For Hwang.....800ea350ffff
800ea366ffff
All Weapons For Cervantes.....800ea352ffff
800ea368ffff

TENKA
Infinite Armor.....80019dda00c8
Infinite Health.....80019dd80064
Grenade.....80019dee0001
Missile.....80019dec0001
Infinite Missiles.....8003b5c40004
Infinite Missiles.....80059a7a0004

TEST DRIVE OFF ROAD
Stock Car.....800b4a880001
Hot Rod and Monster Truck.....800b4a8a0101
4X4 Buggy.....800b4a8c0001
Extra Tracks.....800b1978000c

THUNDER TRUCK RALLY
Infinite Armor.....801dbe100000
Extra Car Crush
Points Player One.....800bb0c003e7
Zero Car Crush
Points Player Two.....800bb0c20000

TRIPLE PLAY '96
Play as EA Dream Team.....80021e7c0100
Extra Stadiums.....80102eec0001

TWISTED METAL 2
All Infinite Weapons Player One...801882da0f0f
All Infinite Weapons Player Two...80188aee0f0f

WILD ARMS
Quick Level Gain Jack.....80133e40ffff
Quick Level Gain Rudy.....80133e0cffff
Quick Level Gain Cecilia.....80133e74ffff

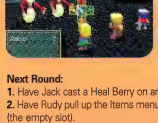
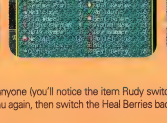
XEVIOUS 3D
Infinite Lives (Xevious 3D).....8012dd580006
Weapon Power Up (X 3D).....80131ea40002

Wild Arms

Get 255 of Any Item

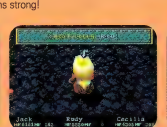
Here's a trick for you greedy little adventurers out there. You must have five or more Heal Berries, plus any item you want to duplicate. Follow these steps:

1. Have Jack cast a Heal Berry on any member of your party.
2. Have Rudy pull up the Items menu (choose the Items icon). On the items list, highlight the Heal Berries and any item you would like duplicated. Switch their positions on the menu.
3. Have Rudy defend.
4. Have Cecilia defend.

Next Round:

1. Have Jack cast a Heal Berry on anyone (you'll notice the item Rudy switched disappear from the list).
2. Have Rudy pull up the Items menu again, then switch the Heal Berries back to their original spot on the menu (the empty slot).
3. Have Rudy defend.
4. Have Cecilia defend.
5. Win the battle, then go to the Items menu. You'll notice that the item you wanted to duplicate has reappeared in the menu, and it is now 255 items strong!



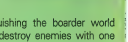
Wing Commander 4

Level Select

Start your adventure from any point in the game with this code. At the *Wing Commander* copyright screen, press ↑, ↓, ←, →, L2, R2. You will enter a Level Select screen. Choose your level with the throttle up and down, and press X to begin.

▲ **Enter the button sequence on this screen.**

► **You will be brought to this screen, where you use the throttle up and down to select the level.**



Kill Cheat

Having a little trouble vanquishing the boarder world pilots? Use the kill cheat to destroy enemies with one shot. First, enter the Level Select cheat and choose a mission. Then, during a dog fight, press L1 + L2 + □ to take out the baddies with just one shot. You don't have to be accurate, so be careful not to shoot any friendlies!

LETTERS

welcome to the premier forum for playstation fans, where we dig into today's hottest issues

PSM isn't just a passive experience, so drop us a line at PSM Letters, care of Imagine Publishing, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, we're at psm@imagine-inc.com.

PlayStation Upgrade?

Is the rumored "Type-C" going to be an add-on to the PlayStation, or a whole new system? Will it be able to play existing PlayStation games?
Nick Perry
REDXIII@WEBTV.COM

When will the PlayStation upgrade be released, and how much will it cost?
Sam Bergemann
bergmann@execpc.com

I just wanted to know if SCEA is ever going make a chip that will upgrade the PlayStation. I want to see if games like *2Extreme* and *Tekken 2* would look better or go faster. Thanks.
Ayyub Wright
Alilbn@aol.com

STEVE: Sorry guys, there is not going to be a PlayStation upgrade. There is simply no point for Sony to release any sort of add-on, considering how successful the current console is. The Type-C upgrade was basically a media-enhanced rumor that never had any real foundation in truth. As for Sony's next console system, I'm just as excited as you are about it, but we'll just have to be patient and see what happens.

Also, consider this: with games like *Metal Gear Solid* and *Resident Evil 2* coming out, the PlayStation is still showing that it has a lot of life left in it. 1998 is going to be a hot year for Sony, and it probably will be the best time to be a PlayStation owner!

I am curious if this supposed "No 2D" policy by Sony is really the case. Let's see, we've got *OddWorld*, *Castlevania*, and *Skullmonkeys*, all due by Christmas. And we can't forget about *Marvel Super Heroes* and whatever other 2D fighters Capcom cares to port over. Doesn't sound like a 2D embargo to me... What's your opinion?
Stevan A. Brasel
sabrasel@aol.com

STEVE: Sony has claimed repeatedly that it doesn't have a "2D specific" policy, and that it isn't biased against a game just because it isn't 3D. To Sony's defense, tons of 2D games are being released for the PlayStation, and this doesn't look to change in the near future.

Unfortunately, that doesn't really answer the question of why some developers claim to have so much trouble getting certain 2D games approved by Sony, most notably the *Mega Man* titles. Sony, however, continues to deny any such bias. The only thing we can figure is that Sony's Quality Assurance team simply doesn't think the *Mega Man* games are any good. Go figure.

▲ Troubles for *Mega Man*?

This letter concerns the future of gaming. People rant and rave about Sony not doing this game right or that game right, but let's face it—what they do wrong, they improve upon in the future, thus giving us the best games ever created.

I mean, c'mon, look at the games today from one year ago. It's amazing to see how far games have come since then. And these "console wars" are giving us gamers the best games ever. Look at *Suikoden*, for example. Great RPG. Now, look at *Final Fantasy VII*—awesome. Look at the level of improvement that's been achieved in under a year! The same thing can be said of the upgrade from *Twisted Metal 1* to *TW2*. The advancement is unreal. People need to quit complaining and start looking at the way games are improving now and will continue to improve in the future.
Joshua Romero
wsparks@planttel.net

▲ Ya know, Josh, we like *Suikoden*, too.

NOAH: You have some extremely good points, Joshua. Both Sony and the third-party companies have in many cases learned from mistakes made on earlier titles, with the sequels greatly improving on the originals. It is mostly do to the developers' increasing familiarity with how to design for the PlayStation, along with a better understanding of its amazing capabilities.

I have been a gamer since the days of *Pong*. Yes, I am 35 years old, and I can honestly say that I have owned or played at least one game on every system that has been released since then. I play games for one reason—the sheer fun of it! I remember playing the electric football games, having to line up the players after each play and wishing there were an easier way to put myself "out there" on the field. My point is this: are we living in great times or what?! With the PlayStation, I really CAN put myself out there.

For all the people who review games for a living and say how "this or that could be better," remember the days of the electric football game. I'm not saying we should be happy with so-so games. I am saying this: we are very lucky today to be able to live out the fantasies of our youth through these silicon athletes. What the companies are putting out is fantastic, and I for one will be a gamer until it's over. I really appreciate the qual-

LINK-UP

Wanna hook up with other gamers from around the world? Just drop us a postcard with your name, address, favorite games, your age and favorite sports, and send it to PSM Link-Up, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005. You can also e-mail us at psm@imagine-inc.com.

Dave Idemudo
idemudo1@osu.edu
239 Race St.
Berea, OH 44017
Favorite Genre: All
games: *Final Fantasy VII*, *Dracula X*

Doctor X
doctorx@triton.cc.ua
Favorite Genre: RPG
Favorite Games: *Genso Suikoden*, *Tobal 1*, *Wizard's Harmony*, *Resident Evil*, *Vandal Hearts*, *Wizardry 6*, *Crusaders of Destiny*
Quote: The world is Square

Matt Faitoute
mfaitou@stevens-tech.edu
Stevens Institute of Technology
Castle Point Station S-305
Hoboken, NJ 07030
Favorite Genre: RPG
Favorite Games: *Lunar 1 and 2*, *Toshinden 2*, *Suikoden*, *Persona*
Quote: My My My, you've been busy inte. beavers haven't you... Grabcon (*Lunar 2*)

Jason Corbett
lakh@hotmail.com
45 Wine Creek Rd.
Bakersville, NC 28705
Favorite Genre: RPG
Favorite Games: *Tomb Raider*, *Wipeout XL*, *Soul Blade*, *Tobal 1*, *Final Fantasy VII* (wait. be)
Quote: All hail the great SQUARESOFT!!

Kevin
kevin_r4@aol.com
14021 Londendale Rd.
Woodbridge, VA 22193
Favorite Genre: RPG/Racing/Fighting
Favorite Games: *Wipeout XL*, *Tobal 1 and 2*, *Ridge Racer Revolution*, *DD2*, *Twisted Metal 2*, *Megaman 8*, *Tekken 2*, *Battle Arena 1-3*
Quote: Underground Member

ity of games released over the last few years, and I just wanted the industry to know that not all consumers are looking for perfection, just a great experience.
Robert Morris
RobertM@CECControls.com

CHRIS: So what you're saying is... um, what exactly were you saying? You don't want us to call a crap game crap, but you also want us to lay off developers and just be happy with what we've got, no matter how good it is? Well, at least it sounds like you're having fun!

OK, look. I think your magazine will reign supreme in the magazine wars. I loved you, Chris Slate, when you were at *UGP* (by the way, I just got the 100th issue. It is great!). Enough with the babble saying you're god-like, now on to the real reason why I wrote. I just have a few q's to ask you.
1. Is it possible that Sony/Square could bring over *Tobal 2* in its Japanese form? They don't have to translate anything, just let us run it on our U.S. PlayStations. That would be awesome. Many people would still buy it!
2. Do you know if *Diablo* will ever be ported from the PC to the PlayStation? If so, when?
3. What kind of adult scenes will be in *FFVII*?
4. Chris, what kind of devious plans are you up to at PSM...?

Patrick Klepek
psextremest@geocities.com

CHRIS: Um, "Magazine Wars?" You "loved me?" Calm down, dude! Sure PSM is great, but it's still only a magazine!
1. I'd buy it, but Sony would never release a game in Japanese over here in the U.S. Things just don't look good for U.S. *Tobal 2* fans.
2. No word yet, but it would be cool, even without network play.
3. Nothing too spicy, but it's completely uncensored, so there's still the whole scene where... ah, I'll just let you find it yourself.
4. No devious plans yet, just the honest, law-abiding ones.

Hey PSM! I wanted to say hello and congrats on starting a new magazine devoted to the best system currently on earth.

▲ "Loca", when games like *Castlevania* are on the PlayStation, life is sweet!

I've got a question for Chris: Why did you decide to go to a PlayStation-only magazine when you've proclaimed your love for Nintendo publicly in the past?

Moving on, your magazine is sure to be a real treat. The PlayStation is a true testament to the videogame world. Sony (whom, let's face it, was not the best company videogame-wise before the PS) has come out with an extremely superb videogame console; has caused the fall of Sega in the 32-bit race; and is currently beating up on Nintendo. All this in a two-year time period! Wow.

So, I say it's about time we have PSM. This system deserves an honorable and reputable magazine publisher behind it. Imagine is just that. Welcome to the world, PSM, and thank you.
LocoVACA75@aol.com

CHRIS: Sniff, sniff...you just brought tears to my eyes, dude. I'm glad that you're so excited about PSM, and that you think so highly about our work in general here at Imagine. As for my "proclaimed love of Nintendo," I have always been a big fan, that is, until now.

After a great launch with *Mario 64* and *WaveRace*, the N64 has really disappointed me. Despite what Nintendo claims, it has neither quality nor quantity. Also, part of the reason I'm so into the PlayStation right now is that many of my favorite "Nintendo" series, like *Mega Man* and *Castlevania*, have been defecting over to Sony's camp.

Right now, the PlayStation is the number-one place to get the most and best games, from the best developers in the world. Hey, beyond any one system, I'm just a big fan of videogames. And right now, the people at Sony are the only ones getting it right.

The biggest strength of the PlayStation is that it has the biggest library of games—more than 150, ranging from sports to action. I'm very glad to own a PlayStation, due to the sheer numbers of software the system receives. Nintendo's promises of quality over quantity, while good in intentions, just don't cut it. Sometimes, you just want a game to play, no matter how good or bad it is. While waiting for new software for N64, PlayStation offers up loads of titles a month. Kudos to Sony for designing such a fine machine!
Dallas Reeves
Dape@.concentric.net

CHRIS: I agree that one of the things that makes PlayStation so great is its huge library of games—but not because there are a good supply of "bad" games to play. With more developers churning out more titles for PlayStation than any other system, you're bound to wind up with more great, classic games. It's this frantic third-party activity that brought us games like *Tomb Raider* and *Resident Evil*. You can be sure it will continue to keep a healthy supply of quality titles headed our way for some time to come.

▲ With such classics like *Resident Evil*, we agree that it's hard to complain, Dallas.

Hey guys, have there been any *Sailor Moon* games made for the PlayStation? Are any of them coming to the States?

DEATH
psmfm@concentric.net
Favorite Genres: RPG
Favorite Games: *Tomb Raider, Resident Evil, Doom, Mech Warrior 2, Triple Play '96, GameDay '97, Shootout '97*
Quote: PlayStation six

Raven
twisted4698@aol.com
Favorite Genres: action/adventure
Favorite Games: *Tomb Raider, Twisted Metal 2, SFA 2*
Quote: I love all my games

Jeffrey
Perrin@concentric.net
9951 Brooke park Dr. Apt. 107
Canton, MI 48187-4091
Favorite Genres: RPG
Favorite Games: *Final Fantasy 7, Valkeselba, Neonute, Doki Oki, Sentient, Kowloons Gate, Persona, Rage Racer, Tekken 2, Alundra, Suikoden, Kings Field, Bushido Blade*, and soon to be *Front Mission Alternative, Saga Frontier, Runabout*
Quote: sWrgm

Warren K. Hve
w1.khve@mingo.net
1102 Highlight Dr.
West Covina, CA 91791
Favorite Genres: RPG
Favorite Games: *Suikoden, Vandal Hearts, Tekken 2, SFA 2, Super Puzzle Fighter 2 Turbo, Persona, Crash Bandicoot*
Quote: What a haul! What a haul!

Jason Cardona
jardona@vch.Lotsa.edu
860 Clermont #408
Denver, CO 80220
Favorite Genres: Sports/Action
Favorite Games: *Resident Evil, NBA Live, Tomb Raider*

Jason
djdobson@gte.net
2500 E. Dallas
Broken Arrow, OK 74014
Favorite Genres: RPG
Favorite Games: *Wizardry: Crusaders of the Dark Savant, Tomb Raider*
Quote: In Valen's Name!!

CONTINUED NEXT PAGE!

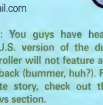
James Rose
rose@typhoon.coedu.usf.edu

BILL: The only *Saiier Moon* game I can think of is one that came out a while ago, called *Pretty Sailor Moon Super S*. However, there are no current plans to bring any *Sailor Moon* PlayStation games Stateside—sorry!

Bad Vibrations

What's the story behind the Sony dual analog pad? I heard that the feedback option won't be supported in the U.S. Is this true or not?
Tony Teixeira
Profit11@aol.com

I think it is very important for the vibrating double analog controller to be released here in the U.S. I heard it will be released without the force-feedback feature because Nintendo is stopping that somehow. I think it should be released with the force-feedback no matter what, to help PlayStation stay the top gaming system.
Jason Komorowski
jay28@hotmail.com



STEVE: You guys have heard right. The U.S. version of the dual analog controller will not feature any kind of feedback (bummer, huh?). For the complete story, check out this month's news section.

I have a few questions for you guys:
1. When is the release date for *Street Fighter EX*? I have to own this game.
2. Is there an Atari greatest hits coming to the PlayStation? I heard a rumor that *720* was going to be on it. I also heard that it would be compatible with the new analog controller. Is that true?
3. PLEASE PRINT ANY INFO CONCERNING *METAL GEAR SOLID*. THAT GAME LOOKS PHENOMENAL!!!
Tavaris Thomas
thomas@cs.fsu.edu

STEVE: Thanks for writing, Tavaris. On with the show:
1. *Street Fighter EX* is certainly a very cool game. Chris and I have been playing it every day for the past few weeks. As for a release date, it isn't set yet, but Capcom assures me that it should hit stores in plenty of time for the Christmas season.
2. Not much has been revealed about an Atari compilation, but I'm hopeful. *720* would be awesome! And since Sony is pushing support for the analog controller, pretty much every future game will support it.
3. From what we've seen, *Metal Gear* is definitely going to be one of the best games ever! For the latest info on this PlayStation masterpiece, check out our in-depth preview in this very issue.

I currently subscribe to the Japanese *PlayStation Magazine* (no relation, I know) to see what might possibly be coming down the pipe from developers there. It would be great if PSM covered import titles, or at least the ones that have been announced for a U.S. port. I would also like to see in-depth coverage on the three big software players supporting the PlayStation—Square, Psygnosis, and EA. I'm looking forward to seeing the first issue!
Paul Cattrone
cattrone@gte.net

BILL: It sounds like you'd be interested in my *Nihon Game Otaku* column. I cover the latest news from Japan, spotlight ground-breaking games, and let you know what really hot titles are on the way to your local import store. Of course, by now you've seen the first issue, so you already know all about it, ne?

I have heard a lot about *Porsche Challenge* and *Rapid Racer* from E3, but I've yet to see any screenshots of *Rapid Racer* or any previews of *Porsche Challenge*. What's up?
Jesse Richuso
Subracer8@aol.com

CHRIS: Hopefully you caught our *Porsche Challenge* preview last issue—it's looking pretty good. As for *Rapid Racer*, we're working on getting in some new screens, so rest assured that you'll be seeing much more about this cool-looking racer soon.

I'd like to know what has to be done to convince Square to release a U.S. version of *Tobal 2*. I've played it and felt overwhelmed by the gameplay, graphics, and especially the response of control (I now someone who rents out Japanese games and controllers).

What's a guy to do to get Square's attention? Someone has to let it know how much of a mistake it's making!
Chris Stoica

CHRIS: *Tobal 2* has been one of the hottest topics around here. We've got buckets of mail about it, and we're only on our second issue! Believe me, I've talked to people from both Square and Sony, and I've done everything I could to try and convince them otherwise. Unfortunately, it looks like you're just going to have to stick with your import!

PlayStation rules! I bought my PlayStation last August and, have had nothing but fun ever since then. I have some questions for the guys at PSM. Here goes:

▲ Don't fret, Micheal. *Tomb Raider 2* is on its way, and it's got plenty of features.

1. When will *Tomb Raider 2* come out, and will there be any special features not seen on the original?
2. I have seen *Tekken 3* in arcades, and it is amazing! Will the PlayStation graphics be comparable to this, or will there be a graphical upgrade pack-in?
3. What do you know about the PlayStation modem? Will *Jet Moto 2* be the first game for it?
4. Is Singletrac (gaming gods) developing any games at the moment?
Thanks for your time, and I hope you can answer all my questions.
P.S. Death to all Italian Plumbers!
Michael Fricke

STEVE: Thanks for writing, Michael. Let's see if I can answer some of your questions:
1. *Tomb Raider 2* is still slated for a November release. As for new features, *Tomb Raider 2* features two new costumes for Lara, new items such as flares, and even larger levels than its prede-

Martin Valent
valent@stba.sk
Mlynska dolina 56
Dubnica 962 12 Slovakia
Favorite Genre: Hovercraft race
Favorite Games: *Wipeout 2097*
Quote: Get PSX-ed

Emmanuel
e_mvarga@hotmail.com
15269 Vanada Rd.
La Mirada, CA 90638
Favorite Genre: RPG
Favorite Games: Anything from Squaresoft and Other RPGs
Quote: Looking for Squaresoft Fans

Carl Meyer
vitamincz@aol.com
241 Norristown Rd.
Warminster, PA 18974
Favorite Genre: Adventure/Sports
Favorite Games: *Resident Evil, NHL Faceoff '97, Die Hard Trilogy, Tomb Raider, Alien Trilogy*
Quote: Anger is a Gift

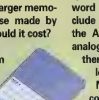
Darion Lowenstein
darion@quicksilverriders.com
P.O. Box 3
Dorin, OR 97435
Favorite Genre: RPG's!!!
Favorite Games: *Wild Arms, Suikoden, Diablo, Interstate 76, Soul Blade, Shadow Warrior*
Quote: HOW much longer 'til FF7??

Ronnie Snyder, Jr.
LSherry@compuinet.net
P.O. Box 3843
Wise, VA 24293
Favorite Genre: Fighting, Action/Adventure
Favorite Games: *Tekken 2, Resident Evil, Tomb Raider, Twisted Metal 2, Wipeout XL*
Quote: that's gotta hurt

Ron Edwards
deadlock@aol.com
200 Madison Ave.
Alton, IL 62002
Favorite Genre: Action/Adventure
Favorite Games: *Tomb Raider, NFL GameDay '97, and Vandal Hearts*
Quote: Never under estimate the power of the PSX

Ask Sony

Dear Sony,
Why don't you make a larger memory card similar to those made by Interact? How much would it cost?
Jens Cromer
Trout_Master@msn.com



The memory card in question is not an officially licensed PlayStation peripheral, which means it has not gone through the vigorous testing and quality assurance procedures necessary for mass-market release. Since no game requires more than 15 blocks to save its information, we feel that the standard Memory Card for the PlayStation is satisfactory for this purpose.

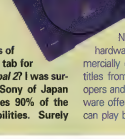
Dear Sony,
I have heard rumors of a PlayStation 64, or something like that, and that it uses DVD-ROM. Is this true? And would the DVD-based system be able to play movies? How much would it cost?
Chris Hinds
friction@greater.net

Whenever the PlayStation 2 comes out here in the U.S., will I be able to play my old PlayStation games on it? And will the original PlayStation be getting a special add-on? Thanks!
Christian Rubin de Celis
Veneco@aol.com

Sony Computer Entertainment America has no plans to introduce any new hardware systems or upgrades for PlayStation at this time. We are proud of the success of the PlayStation and realize that the product has a long life ahead of it.

I just want to know what the official word is on the decision not to include the force feedback feature in the American version of the dual analog controller. I have heard that there have been technical problems. I have also heard that Nintendo was trying to get a court injunction to bar it, claiming that it functioned too closely to its Rumble Pak peripheral. If it is the latter, I find it hard to believe that a company like Sony would buckle under legal threats. However, if it is the former reason, I would also like to know if this feature would be obtainable in the future through new equipment or a trade-in offer. Any reply you can give me would be well appreciated.
Rory Adair
ADDIN7@msn.com

Contrary to recent speculation, the reason the U.S. version of the Analog Controller does not use force feedback has nothing to do with technical difficulties or existing patents held by Nintendo. Sony is a technology company committed to offering consumers the best possible content, products, and services. We evaluated all the features an enhanced controller would offer and concluded that the analog feature would be the most important factor to gamers.



Dear Sony,
What are the chances of SCEA picking up the tab for the conversion of *Tobal 2*? I was surprised to read that Sony of Japan estimates that it uses 90% of the PlayStation's capabilities. Surely someone must be willing to take a chance on such a graphically advanced and well designed game?
Scott Murray
scottm@interlog.com

Square decided that due to development issues and a conflict in the development schedule for future anticipated U.S. releases, it was not viable to release *Tobal 2* in the North American and European territories. While we agree this is an unfortunate decision, we applaud Square's commitment to maintain high standards of quality for its products and eagerly look forward to its other releases.

Dear Sony,
About Net Yaroze...when I look at it, it looks tempting to buy, but the price is expensive. I have a few questions to ask:
1. Can I play regular PlayStation games on it?
2. Is it like the gray PlayStation? When you turn it on, do you get the screen with the memory card and the CD player thing?
3. What language can the work be made in?
mark70788@AOl.com

1. One of the benefits of the Net Yaroze PlayStation is that it also can be used as a regular gaming system. The retail (gray) North American PlayStation hardware unit can only play commercially developed PlayStation game titles from licensed PlayStation developers and publishers. The Yaroze hardware offers no territorial lock-out, so it can play both PAL (Europe) and NTSC (Japan, U.S.) PlayStation discs.
2. Yes, you still have the main menu screen to select from.
3. To benefit the most from the support library included with the system, we recommend having a basic knowledge of the C programming language.

Dear Sony,
Remember when Sega did the Sega Channel? If something like that were to come out for PlayStation, I think it would be really good for both you and us, the consumers. We could try out your games without going to the video store and paying $3 for the rental, then another $4 for the late fee. It would save us a lot of money with which to buy the games we like, instead of renting the ones we don't. I realize that we couldn't download a whole game into the PlayStation's RAM, but maybe you could include some kind of add-on with a subscription to the service.
Josh Slater
squarehead@geocities.com

Sony Computer Entertainment is committed to making the PlayStation the best home video game system available. We believe that our focus on the PlayStation as a gaming platform helps to maintain its edge. That being said, if it's sampling you are looking for, PlayStation offers a number of interactive samplers at retail like the newly introduced JamPack Vol. 1. This sampler is loaded with 12 interactive demos of the hottest upcoming PlayStation games as well as secret codes, hidden games, and videos for $4.99 suggested retail price.

Vu Ly
Ov_ly79@worldnet.att.net
2741 Esmeralda Ct.
San Jose, CA 95116
Favorite Genre: RPG
Favorite Games: *FFVII, Vandal Hearts, Resident Evil, Tomb Raider*

Jimmy
mortar@mindspring.com
2928 Panorama Pointe Way
Kodak, TN 37764
Favorite Games: *Rage Racer, Tekken 2, Resident Evil, Mega Man 8*
Quote: I love my PlayStation :)

Monty Keegan
P.O. Box 1125
Harrah, OK 73045
Favorite Genre: All but strategy, sims and puzzle
Favorite Games: *Soul Blade, Tekken 2, Chrono Trigger, Twisted Metal 2, Tomb Raider, GameDay 97*
Quote: I have not a clue to say

Scott Martinson
TigDriesel@aol.com
7125 Pheasant Trail
Burnsville, MN 55337
Favorite Genre: Sports/Racing
Favorite Games: *NCAA vs. The World, Rush Hour, Triple Play '98, Resident Evil*

CJ Egeler
scifi@sbcLinf.net
1222 Briarwood Blvd.
Goshen, IN 46526
Favorite Genre: Action and Strategy
Favorite Games: *Resident Evil, Tekken 2*
Quote: No mercy!

Henry Babcock
hank@kiln.com
P.O. Box 1960
Thompson Falls, MT 59873
Favorite Genre: Racing/Fighting/Role Playing
Favorite Games: *Wipeout, Wipeout XL, DragonForce, Fighters Megamix, Virtua Fighter 3, Street Fighter (series), Tekken 2, Jumping Flash!, Virtua Cop 2, Soldiers Fate, Wild Arms, RayEarth, Lunar: SSS, Final Fantasy 7*, and *Grandia*
Quote: Anyone dare try to beat my *Wipeout* and *NOKIA* times?

cessor (but you read all of that in our first issue, right?).
2. It is still widely rumored that Namco may release a hardware upgrade for *Tekken 3*, but I believe it won't have to. *Tekken 2* only used about 30-40% of the PlayStation's potential, so developers should be able to port *Tekken 3* over without too much of a problem. Namco hasn't failed us yet!
3. The PlayStation modem is another

Don't worry about a thing Michael, *Tekken 3* will rock on the PlayStation!

one of those rumors that has been brought to life by the media. Sony has no current plans for a modem, and considering how poorly the Saturn netlink has sold, I can certainly understand why. Still, you can't rule anything out for the future.
4. Singletrac is currently working hard on the sequel to *Jet Moto*, and it is looking pretty good. .

Why are so many of the newer games not released with the link mode? Many games would have benefited, such as *Destruction Derby 2*, *Rage Racer*, *V-Rally*, *Rally Cross*, *Tokyo Highway Battle*, and any other single player/split-screen motorsport PlayStation title.

It is disturbing to learn that V-Rally's planned four-player link mode was canned as the game was released. I hear the upcoming *Formula 1: Championship Edition's* planned four-player link mode may also be dropped before its release in September/October. Why is the link mode ignored, even though it is planned when games were in development? I know that split screen may be more popular due to economics, but why not include both split screen and link mode in all motorsports titles and single-player PlayStation games? *Alien Trilogy*, *Disruptor*, *Exhumed*, and *Resident Evil* cry out for link mode. Those who have tried it know that not even arcade gaming beats playing PlayStations linked, especially with games like *Formula 1*.

I hope you can answer these questions. There's a lot of speculation that Sony has directed game developers to avoid link mode in their upcoming games and concentrate on other features, as link mode will be dropped. Is this so? And if so, why? I hope the new generation of titles will be released with both split screen and four-player link mode. Any reply is greatly appreciated.
Pasene R. Faifua
emi-prf@ihug.co.nz

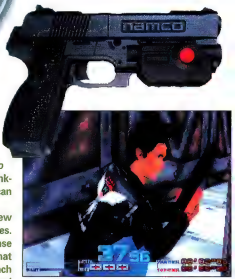
► NOAH: I believe some of the most fun you can have with your PSX is when it's linked. It is disappointing to see games that should be linkable and aren't; *Destruction Derby 2* is the perfect example. Deadlines have been the death for a few link modes in the past, and still seem to be now. It is a fact that the link has not been one of Sony's priorities, but that may change. *Bushido Blade* and *Armored Core* will be linkable, but I agree that much more can be done.

The main problem is that few gamers out there own link cables. Until there is a much wider response to them, Sony won't give them that much attention. It's up to us to preach the gospel of the combat cable and get others out there to join the cause. Get linked! The more we talk about it, the better the chance of Sony getting the point!

I have a few questions:
1. Will the Guncon be included with *Time Crisis*?

We like the link cable, too, Pasene! Keep spreading the word.

2. Is *Time Crisis* going to be a two- or one-player game?
3. If *Time Crisis* is actually going to be a two-player game, will I be able to buy another Guncon?
William Kue
cyk@flash.net



You'll get your Guncon, William.

► STEVE: Hey, Will! I'm glad to see other gun game fans are out there besides myself. As for your questions:
1. Yes, the Guncon will be included with *Time Crisis*.
2. The game will only be one-player.

smart bomb

BY PSEUDONYM SMITH

After mastering the techniques of all his masters, Parappa takes to the road with his own unique blend of self-help aerobics classes, designed to build the self-esteem of the video game community. His first attempt goes horribly wrong however, when he discovers one simple truth—that zombies don't dance for nobody!

Top This!

OK, folks—we have three new contests for you, so get ready to get busy! This month we're giving away limited-edition, blood-red, bat-shaped Alps control pads. Only 5,000 exist. On top of that, the ones we're giving away are from the first batch of 500, and they're autographed by both Sony and Alps. Don't forget—you're competing against each other, so you'll need to get those entries in right away. Send them to PSM Top This!, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005. Sorry, no entries will be returned.

Challenge #1: Castlevania

Get a "Perfect" on Dracula

If you've read this issue's *Castlevania* strategy guide thoroughly, you know that doing well against Dracula at the start of the game will give bonuses to your starting stats. To start out with the absolute best stats, you must beat both of the Count's forms without taking any damage or picking up any special weapons. We ain't gonna kid you, it's tough. But if you pull it off, you'll be playing in style. With the Alps' bat-like shape and blood-red color, they're perfect for *Castlevania*. To prove your worth, send us a photo or videotape (we won't return either, by the way) of your starting stat screen before you play into the game and do anything to alter it. The first three entries win. Good luck!

Challenge #2: Clock Tower

Get All Ten Endings

Are you a horror freak? Prove it. Play through *Clock-tower* and get all ten endings. Come on, it's easy, we even tell you how to do it in our complete strategy on page 80. Send us a picture or videotape of the endings screen when you're finished. To make it more interesting, we also want you to write and include your own ending to the game. Entries should be no longer than two paragraphs (about 200 words). Winners will be decided by the PSM staff over lunch at some point in the future. We'll send controllers to the authors of the three top endings, but that's not all. We'll also print the three winning entries in an upcoming issue! Sharpen your pencils, all you Stephen Kings and Clive Barkers out there...

Challenge #3: Bushido Blade

Are You a True Samurai?

PSM is looking for a few good warriors, and we aren't taking any chumps. Do you have that *yamato damashii* (fighting spirit)? Can you adhere to the code of *Bushido Blade*? If you can defeat all 100 bushi (warriors) in the slash mode, we want to know. Send us a videotape or photograph of your screen with the message saying you beat the last warrior. We'll send a pair of those sweet controllers to whoever sends in the first three entries, so get slashing and show us your fearsome skills.

3. Namco probably won't be selling Guncons separately. There is no real point to, considering that only two compatible games will be released by the end of the year: Namco's *Time Crisis* and *Point Blank*.

THANK YOU!!! Finally there is a true PlayStation magazine. There are about four other PlayStation magazines that are somewhat fake. I like that you guys took this to the Internet because otherwise I wouldn't have known when the mag was coming. I'll be sure to spread the news around my city (Sulphur Springs, TX) because almost everybody got a PlayStation after I did. I encouraged them to get one over a N64. One dude had an N64 but took it back because every body else had a PlayStation.

I hope your mag has plenty of reviews, codes, and quality pages. Sorry I'm writing so much, but I'm really excited about this mag. I mostly just rent games (*Toshinden 3*, *Wipeout XL*) but I AM going to buy *FFVII*! I'll be writing back soon, so until then, keep up the great work. I mean that, too! Again, THANKS PSM!
Ernest Davis
abilene@neato.com

► **NOAH: You're just the kind of guy we want to reach, Ernest. It sounds like you need to change the name Sulphur Springs to "PlayStation City." You know, you shouldn't make fun of people who own another other system, though. It's Okay to check out the competition from time to time—we still all have to live together in peace, you know. It's good to hear about the craziness taking place in your PlayStation-only community.**
P.S.—You had better be linking!

I had a subscription to *UGP*, an N64, and life was good. Then Chris Slate announced he'd be leaving *UGP* for a PlayStation magazine. That was reason enough to go buy a PlayStation. And now that I have a subscription to PSM and *UGP*, life is great. So Mr. Slate, or can I call you Chris, will you be bringing your delightful humor over to PSM?
Tony Forchielli
ID13@hotmail.com

► **CHRIS: Wow, thanks for the continued support, Tony! I'm glad you bought a PlayStation, because as cool as things are at Sony right now, things are only going to heat up as we head into '98! As for the humor, I don't think we're going to even try to be as wild as we were on *UGP*, but if you read between the lines a bit, I think you'll find that PSM has a personality all its own. There are even a few laughs in here, too!**

When I first heard about a new magazine that is going to be dedicated totally to the PlayStation, I just about killed myself. It's too good to be true! A magazine about the PlayStation!!! Sure, some other PlayStation magazines are probably out there, but I think this one will be the best. I don't know why, but I just do. You can trust me when I say that I will be buying every single issue that comes out. I thank you for creating this awesome magazine, and I wish the best of luck to you.
Chris McCrea
jewels@ycs.ab.ca

► **STEVE: Thanks for the words of encouragement, Chris! We are extremely excited about PSM, and glad that gamers like you are looking forward to it as well. Just don't let your joy get the best of you!**

What's up PSM? I have a few questions for you...
1. What age group are you focusing on with your magazine?
2. What do you think are the main reasons why Sony is doing so well in the videogame market? 3) Why do you already claim to the "number one PlayStation magazine?" Thanks for answering my questions (if you do).
Kevin Cibello
1cibello@erols.com

► **STEVE: Hmm. What age group are we focusing on? We aren't really directing PSM at a certain age, we want to get all PlayStation fans interested. It's a PlayStation owners mag, and that's how we want to keep it. No matter if you are fourteen or fourty, something in each month's issue will interest you.**

Sony has managed to stay number one for two main reasons: The PlayStation is a great console system, and its games are both fun and numerous.

Why do we think we are number one? That's a good question. Perhaps it's due to the fact that PSM is already the largest and most in-depth PlayStation magazine available. We have useful features each month, and the most complete listing of game codes available. Combine all that with the fact that PSM is completely independent, and you know you will always be getting the straight scoop from us—including the stuff Sony doesn't want you to know about.

I just got the first issue of PSM, let me tell you, it's great! Not only is it better than any other single-console magazine, but it also smells the best! I can go on and on about how good it is. I would just like to commend you on your excellent work. I also have a question, when will *Fighting Force* and *Resident Evil: Director's Cut* be released in the U.S.?
Ernie
hohola@aol.com

► **STEVE: Thanks for the comments, Ernie. We are always glad to hear from our readers. You know, I was telling Chris that our magazine smelled good, but he thought I was crazy. Well, who's laughing now, Chris? As for those release dates, *Fighting Force* is looking like a October or November release, and *Resident Evil: DC* should be out in September.**

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

Got some old games lying around just collecting dust? Maybe you've already tried the old "I got these by mistake for my birthday" excuse at every shop in town, but no one will trade them? Then get rid of 'em here, for free!

Doug Engel
CherubRaug@aol.com
11937 Causey Ln., Aumsville, OR 97325
TradeType: games for sale, trade
Description: PSX Games for sale or trade.

Michael Barbee
surfer@bsc.net
463 Olde Post Rd., Niceville, FL 32578
TradeType: sell
Item: Console System, accessories, games
Description: PSX system with 2 controllers, memory card, 15 games, 2 demo CDs, Konami gun—all for $450. Box.

Ryan Sallee
P.O. Box 1495, Placerville, CA 95667
TradeType: games for sale, trade
Description: *NBA ShootOut, Romance of the 3 Kingdoms 4, Twisted Metal 2,* and *Jet Moto.* Will trade for other game(s) or sell for $25 each.

Rob Quinton
Rob_Bahns@Berea.Edu
CPO 1565, Berea, Kentucky 40404
TradeType: trade/want games
Description: I have *Wipeout XL, Mech Warrior 2,* and *Tekken.* I am looking for *Wild Arms, Suikoden,* and *Persona.* I will listen to any offer for any game.

Tomas L Heads
TomasHds@aol.com
13620 Kornblum Ave, #128, Hawthorne, CA 90250
TradeType: sell, trade, want
Item: accessories, games
Description: Looking for Multi Tap (Sony brand preferred—will buy for $20. Two Sony pad controllers for $20. Looking to trade *Tecmo's Deception* for *Disruptor* ($20 for buy). Want *Assault Rigs* for $20 (or trade). Looking to trade *Independence Day* for *Ball Blazer Champions* ($20 for buy). Trade 3 for *Rally Cross, Test Drive Off-Road, Sentient, Tenka,* or Wipeout XL. All is negotiable; just e-mail me.

Craig Perieberg
aldolty@upstel.net
TradeType: games for sale, trade
Description: *Goal Storm, Rayman, Doom, Project Overkill, Pandemonium,* and *Vandal Hearts.* Prefer trade.

Cal Eichler
fishy@whidbey.com
5838 Fish Rd., Freeland, WA 98249
TradeType: games for trade
Description: Will trade *Warhawk* for action or fighting game.

Bill Ward
wwward@cinternet.net
Independence, KY 41051
TradeType: sell
Item: Console System, accessories, games
Description: one-year-old system, 2 controllers, 2 memory cards, mouse, NegCon, magazines, 22 games. Complete description at: www.cinternet.net/~wwward/psxsell.htm. Whole package: $750.

Craig Franks
CraigFranks@cybertek.com
4560 Pinehollow Ct. #169, Indianapolis, IN 46254
TradeType: games for trade
Description: *Virtua Pro Wrestling, Strike Point*

AD OF THE MONTH

N.T.
Sikatel@Geocities.com
2259 Briar Ln.
Temperance, MI 48182
TradeType: games for sale
Description: Great Games!! Huge hits!! Great prices!! The reviews don't lie for awesome games such as *Mortal Kombat Trilogy* ($15), *Legacy of Kain* ($15), *King's Field* (Dirt cheap), *Wipeout XL* ($25, with NegCon controllers-$50), and many more games! Also accepting offers for trade and such. These games are flying off my shelf! *(Better watch out for all those games flying around, buddy.... —ed.)*

Aaron
Fatchickin@aol.com
6527 Longview Ln., Louisville, KY 40222
TradeType: games for sale
Description: I am selling some new release games in good condition....

Perry Mercer
pmercer@vgt.com
14230 North 19th Ave. #238, Phoenix, AZ 85023
TradeType: games for sale
Description: *NBA Live 96* (EA SPORTS) $25.00; *VTennis* (Acclaim) $20.00; *In The Zone* (Konami) $25.00; *NBA Shoot Out* (Sony) $25.00; *NFL GameDay* (Sony) $25.00

Chris Gentille
zifnab1@airmail.net
1325 Rocky Creek Ln., Allen, TX 75002
TradeType: games wanted
Description: I am looking for the following titles in mint/near-mint condition: *ESPN Extreme Games, Raiden Project, Rayman, Spot goes to Hollywood, Parodious Deluxe Pack* (Japanese), *Sexy Parodious* (Japanese), *Arc the Lad I & II* (Japanese).

Tim Cleary
SnoopDogg@msn.com
1042 Timberlake Dr., Lynchburg, VA 24502
TradeType: sell
Item: Console System, games
Description: The PSX is a couple months old, has box, instructions, 2 controllers, and a mem card. Games include: *Wipeout XL, Blood Omen LOK, Rally Cross, Crash Bandicoot,* and *Tail of the Sun.*

Steve
vhunter@ntr.net
9710 Big Willow Ln., Houston, TX 77064
TradeType: games for sale, trade
Description: *Sim City 2000, Beyond Beyond, Madden '97*

Aaron Chan
achan@axionet.com
1168 W. 37th Ave.
Vancouver, BC V6M 1L9 Canada
TradeType: games for sale
Description: PSX games all in perfect condition! *Twisted Metal 2,* $40 Canadian EA's NHL '97, $30 Canadian; *Tomb Raider,* $40 Canadian

Z. Jaffar
zulfm@mail.idt.net
101 W 15 St. #5NS, New York, NY 10011
TradeType: games for sale, trade
Description: *Bubble Bobble, Resident Evil, Wild Arms, Skeleton Warriors, Tekken 2, Twisted Metal, Extreme Games, Ridge Racer*

Travis Myers
Jester6660@aol.com
142 Myrtle Ave., Gallipolis, Ohio 45631
TradeType: games for sale
Description: *Suikoden, Warhawk, Tomb Raider, Toshinden 1&2, Total 1*

Paul Goudas
pgoudas@cnnn.bell-atl.com
175 Park Ave.
Madison, NJ 07940
TradeType: accessories for sale
Description: Mint condition Japanese NegCon controller for sale. This is the first analog controller developed for the PSX by Namco. I want to get rid of it because I also have a diving wheel. $45 (shipping within U.S. incl.)

Daniel Biondo
jbiondo@msn.com
100 Monticello, Monroeville, PA 15146
TradeType: games for sale
Description: Namco's *Ridge Racer*—hardly used, great condition, purchased 9 months ago. E-mail me for price. I will bargain.

Byron Racki
bracki93@aol.com
9008 Iltis, Urbandale, Iowa 50322
TradeType: games wanted
Description: *Goal Storm 97; Williams Arcade Classics; FIFA '96*

Mark Montreuil
ai066@freenet.carleton.ca
610-2450 Southvale CR.
Ottawa, Ontario K1B 4L7 Canada
TradeType: games for trade
Description: *Thunderhawk 2,* U.S. original, complete—looking to trade for *Suikoden, Wild Arms, Super Puzzle Fighter 2 Turbo, Command And Conquer,* or *Persona.*

Jeremy Meachem
jkmeach@acs.ucalgary.ca
267 Edenwold Dr.
Calgary, Alberta T3A 4A4 Canada
TradeType: accessories wanted
Description: Sony's Dual Analog Controller with limited Force FeedBack...(any color)

Steve Horton
shorton@expert.cc.purdue.edu
340 S. Grant Apt. #2, West Lafayette, IN 47906
TradeType: games wanted, games for sale/trade
Description: For sale or trade: *Tobal 1* $30 OBO; *WWF Wrestlemania* $25 OBO; *Toshinden 2* (Japanese) $30 OBO. Wanted: *Wild Arms, Power Move Pro Wrestling, Vandal Hearts, Game Shark.*

Chad Schott
chadman@inreach.com
959 El Terino Ave., Modesto, CA 95350
TradeType: accessories wanted
Description: PlayStation mouse for $15.00 or so

John
justice23@voyager.net
45464 Kimberly Ct., Novi, MI 48374
TradeType: want
Item: Console System, accessories, games
Description: I would like a PSX system, and a second controller. I don't want to spend a ton of money, but e-mail me with ANY offers you may have and what you have. Thanx!!

Carl Carlson
webmaster@countless-codes.com
TradeType: games for sale
Description: For PlayStation, *TNT Hardcore 4x4* and *Sim City 2000.* Looking for about $20 each, e-mail me any offers, or if interested.

Eric Harydzak
harydy@nauticom.net
3242 Hawthorne Ct., Murrysville, PA 15668
TradeType: want
Item: Console System
Description: PlayStation wanted

John T. Cox
jtcox@ibm.net
601 (E) Timberplace Box D-1, Sanford, NC 27330
TradeType: want
Item: Console System
Description: I want to buy a used PlayStation!

Andrew Goodenough
finalfighter@hotmail.com
2950 Hylane Dr., Troy, MI 48098
TradeType: sell
Item: Console System, accessories, games
Description: Sony PlayStation, with 11 games: *Crash Bandicoot, Twisted Metal 2, Final Doom, Soul Blade, King OF 95, Resident Evil, Darkstalkers, Street Fighter A, Raiden Project, BA Toshinden,* and *Ridge Racer.* Also 2 controllers, all boxes and manuals excellent condition. $400 for all, or make offers individually.

GET RID OF OLD GAMES!

If you'd like to place your own, totally free ad in *PSM*, just jot down your name, address and/or e-mail; tell us whether you're looking to trade, sell, or both; and give us a brief description of what you're offering or want. Send all of that info to:

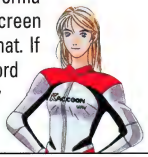
PSM Marketplace, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005.

BTW, we can't vouch for the credibility of any of the people who place ads here, so swap at your own risk!

NEXT MONTH IN ISSUE THREE OF PSM 100% Unofficial PlayStation Magazine RESET

Maximum Resident Evil 2 Coverage!

Everyone's been talking about this title for months. However, information on the game has been sketchy, at best, and decent screen images have been rare. Next month, we're changing all that. If you're a fan of the *Resident Evil* series, then you can't afford to miss out. We won't go into specifics here—let's just say we're going to cover it as only PSM can.



Accessorize Your PlayStation, Part Two

We managed to get to Noah before he could hang himself with a Nyko Bio Grip, so next issue you can look forward to in-depth reviews and previews of the best (and worst) flight sticks, steering wheels, light guns, and more—all in part two of our special peripherals feature.

PlayStation Party Games

Tired of sitting around on Saturday night, with only those lonely one-player games to keep you company? Don't worry! There's a whole PlayStation party scene going on, and we're gonna hook you up. From the best multiplayer games to our own unique competition ideas, we'll have you swingin' with all the other hip gamesters in no time!

Don't forget about our regular top-notch features:

- The LATEST PlayStation headlines
- The NEWEST PlayStation codes
- The MOST PlayStation games

Absolutely EVERYTHING that has to do with PlayStation!

And look for serious coverage of big November games like:

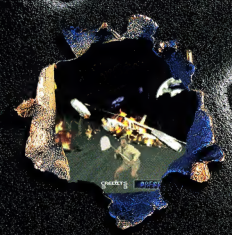
- *Tomb Raider 2*
- *Gex: Enter the Gecko*
- *Crash Bandicoot 2*
- *Jet Moto 2*
- *CART World Series*
- *Cardinal Syn*
- *Cool Boarders 2*
- *Critical Depth*
- *Test Drive 4*

And that ain't all!

SEE YA NEXT MONTH!

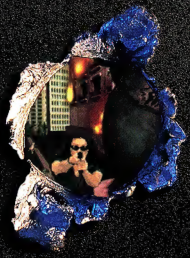
ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.



(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower. Go ahead, pull the trigger. And check out the Maximum Cool Sweepstakes at your nearest arcade.



MAXIMUM FORCE

PULL THE TRIGGER

MIDWAY

PlayStation

MATURE M

ESRB

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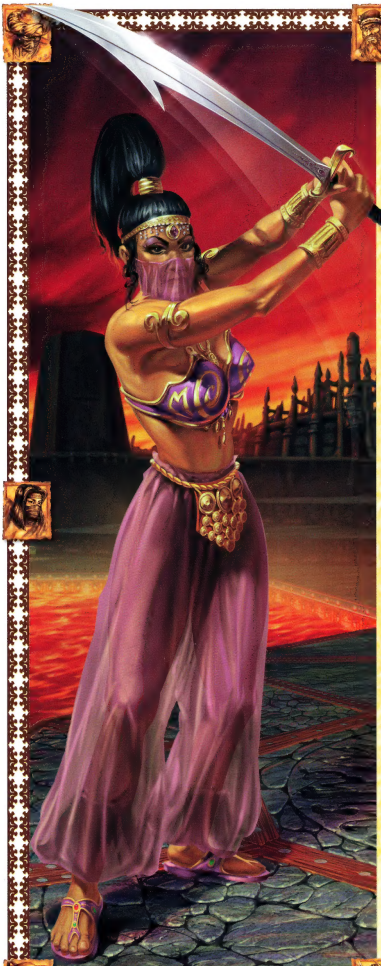

Meet Namira. She'll break your heart. Crush your bones. Kick you into a lava pit. Then she'll sneer at your weapon.

(And she's one of the nice ones.)

It's Mace - The Dark Age. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button – it might just save your butt. Not to mention your life.

MACE The Dark Age

Everything's a weapon.

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MIDWAY

MATURE 17+

NECK HAIR WAS MEANT TO BRISTLE.

This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a

little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

FORMULA 1
Championship Edition

www.psygnosis.com

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